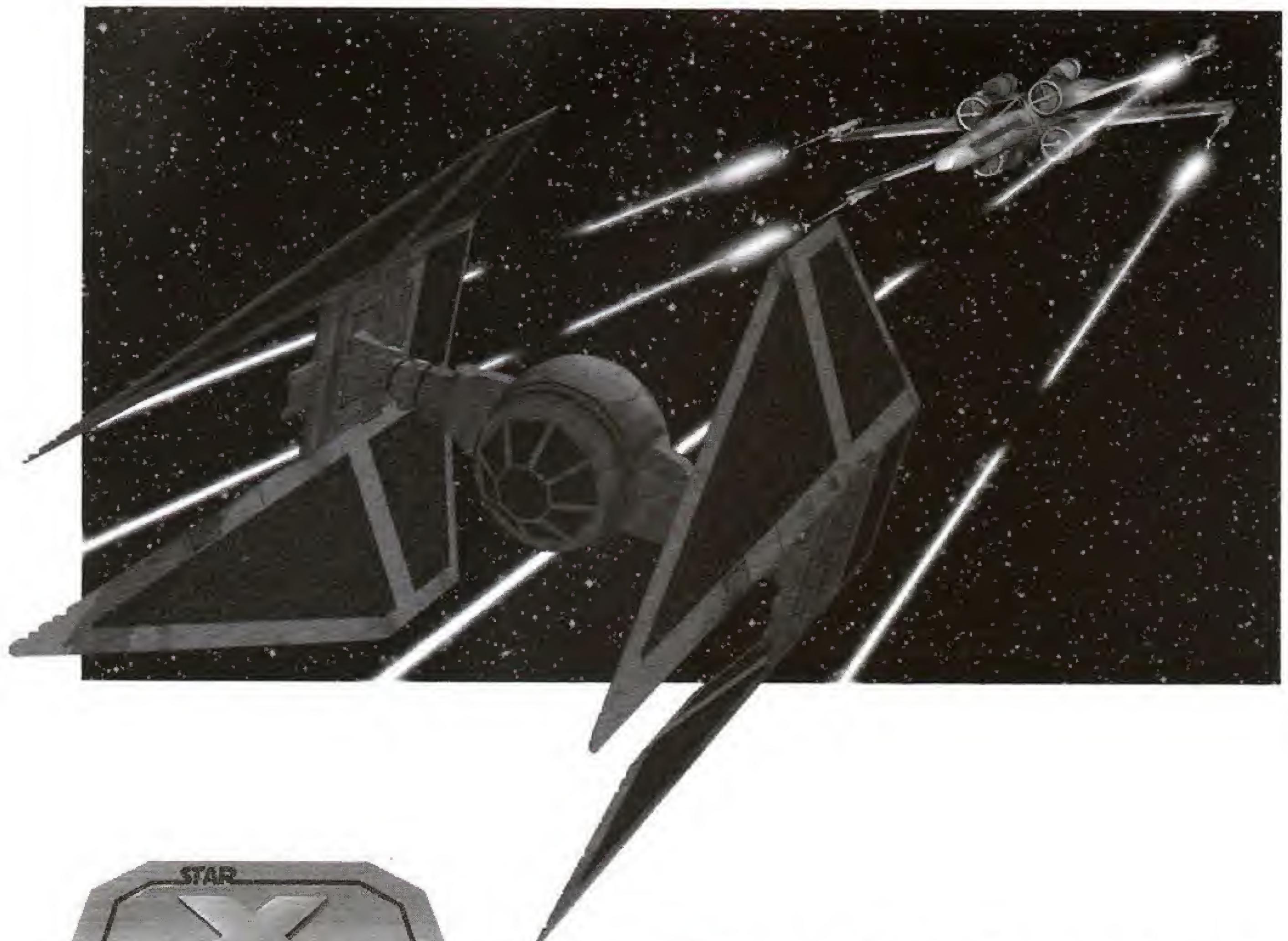




THE FARLANDER PAPERS



The Farlander Papers

***From the Chronicles
of the Rebel Alliance***

Introduction

The Old Republic is no more. The Galaxy is threatened by an evil Empire, ruled by a creature on the Dark Side of the Force. Only a small, but growing, Rebellion can stop the spread of terror and tyranny. A few dedicated freedom fighters travel the galaxy, uniting the separate planetary Resistance groups into a single, unified Alliance. This is the story of one critical period in the history of the Alliance.

To: Mon Mothma
From: Arhul Hextrophon
Security Status: High
Regarding: The Farlander Papers

Here is the complete file (to date) on Keyan Farlander. I've had one of my historians put it together for you. He has dramatized Farlander's biography (more dramatically than I might have, I must confess), but all the essential facts are here, including the original documents that influenced young Farlander. We suggest that his story be used to inspire and enlist new recruits. Of course, any Top Secret material will be censored.

Part One: Farlander's Enlistment

3

This part recounts the speech you gave on Agamar. It was this speech about the history the Empire and the rise of the Rebel Alliance that first inspired Farlander to become a starfighter pilot.

Part Two: A Call to Reason

15

As you know, this pamphlet is a standard issue used to support our call for tolerance and harmony in the galaxy. Farlander read this pamphlet before joining the Alliance, so we have included it in his file.

Part Three: The Starfighter Pilot's Handbook

34

I don't know if you are familiar with the Pilot's Handbook, a holo presentation made for new recruits. It contains information needed by all new pilots, including something about the structure of our military organization as well as ranks and medals obtainable by starfighter pilots. There is also some important tactical information that Farlander must have found valuable.

Part Four: Farlander's First Mission

58

This section deals with my assistant's somewhat dramatic retelling of Farlander's adventure.

Part Five: The Imperial Technical Papers

71

Here is the Imperial document Farlander returned to us. I know you have seen it already, but we have included it in this file for completeness. As you know, this section contains technical data about our ships as well as those of the Empire.

Rebel Cruiser Independence

In Transit to Agamar in the Lahara Sector



“Some soothing Dagoban bentaxne berry tea, Madam?” The protocol droid stood rock-still, bent at the waist like the major domo of a fancy Celanon restaurant. His saucer-like eyes stared blankly, perpetually optimistic. In his hand he held a tray with a steaming plastcore cup.

“No, thank you, Deesix,” answered Mon Mothma, Chief of State of the Rebel Alliance. A former senator of the old Republic, Mon Mothma had played a pivotal role in the unification of the scattered forces of resistance to the Empire. As the elected head of the Alliance, she held absolute power of command, but now she rested in her private study, her feet up on her desk. She was noticeably tired. The years of unceasing travel, gathering support for the growing Rebel movement, weighed heavily on her. With a visible effort, she sat straight at her desk as the droid approached, smiling wistfully, and said, “I’ve got several hours of work still ahead of me.”

“As you wish, Madam,” the droid said, walking stiffly over to the recycler and placing the cup in it. “If you don’t mind, Madam, I’ll go on half power, then.” The Chief of State nodded her agreement and turned her attention to the terminal on her desk.

An hour passed in silence as Mon Mothma worked her way through a stack of recent communiqüs. Her voice droned softly into the terminal receiver and

every once in a while she bent over the security coupler to sign off with a retinal scan and voice authorization. The droid stood statue-like, his body upright, his head slumped forward as if asleep.

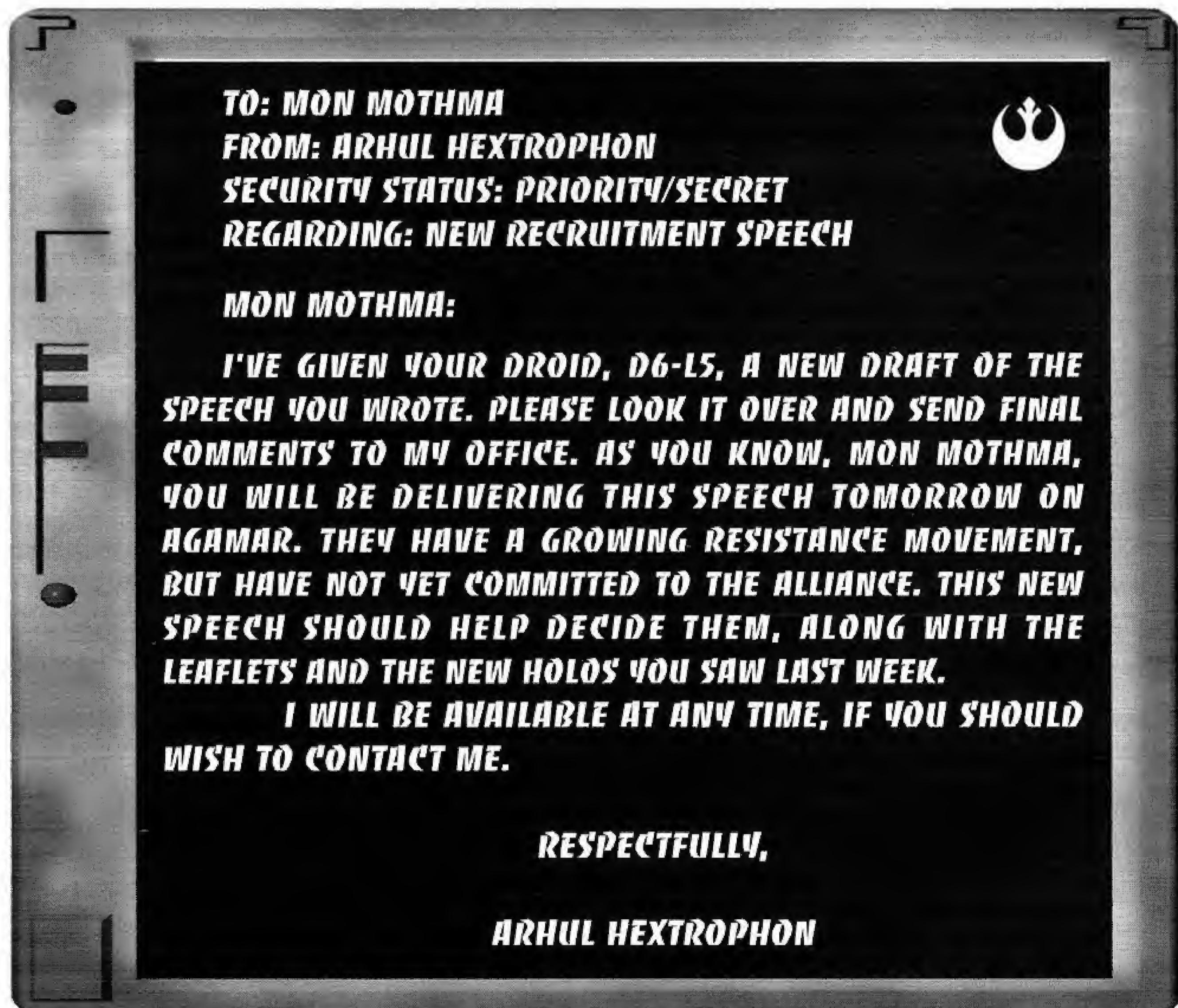
“Deesix?”

The droid was instantly at attention. “Madam?”

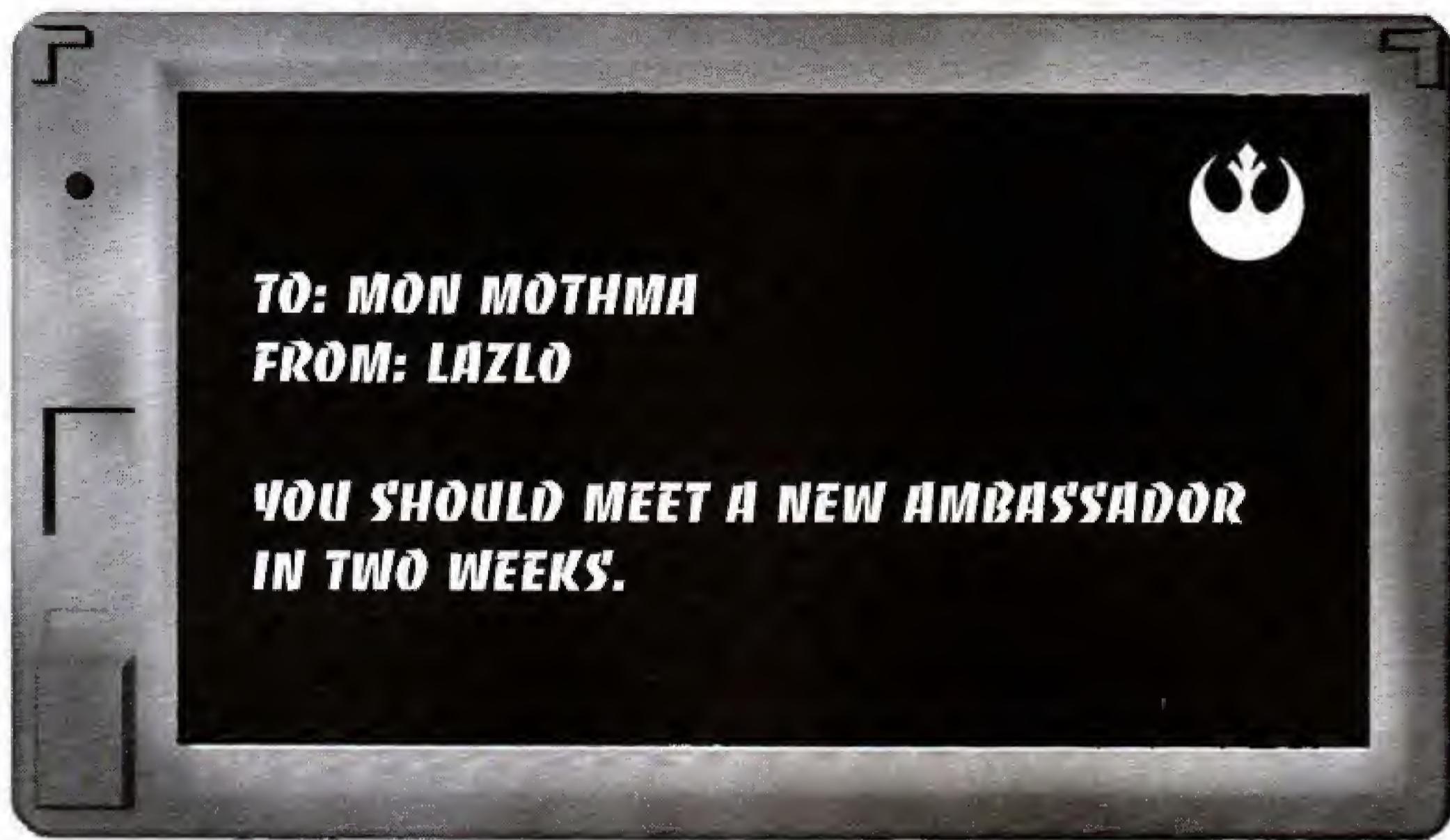
“Didn’t you tell me earlier that there was a new speech for me to deliver tomorrow?”

“Indeed I did, Madam. I have it here somewhere. Oh, where did I put it?” The droid shuffled across the room, his head moving back and forth jerkily. Finally he stopped in front of a cabinet and opened a drawer. “Here it is!” he announced, holding up a small holo disk.

Meanwhile, Mon Mothma saw that she had two more messages on the net. She punched up the first of them:



The second memo read:



There was no signature. Mon Mothma's forehead creased as she deleted this innocent-looking message. It was in a very private code. Automatically, she had deciphered it. "Lazlo" was really General Madine. "You should meet a new ambassador" meant she was needed to plan operations against a priority Imperial target. "In two weeks," in this context, meant in two days.

She looked up with a start. Deesix was placing the holo disk on the desk before her. "Is something wrong, Madam?" he asked.

With a sigh, she picked up the holo disk. "No, Deesix. Everything is all right. You may as well rest again, though. I shall be a while yet."

"As you wish, Madam," answered the droid, instantly reassuming the sleep position.

Mon Mothma popped the disk in its slot and began to read. As she read, she corrected and annotated the speech using her light pen. Lazlo's message had been noted and mentally filed. She would head for Mon Calamari right after the speech on Agamar.





A CALL TO REASON SPEECH TO BE DELIVERED FIRST ON AGAMAR

BEINGS OF THE GALAXY UNITE! SHED THE VOKE OF IMPERIAL OPPRESSION!

THANK YOU FOR COMING TODAY. IT IS A PLEASURE TO BE ONCE AGAIN ON THE BEAUTIFUL PLANET OF AGAMAR. FIRST I WANT YOU TO KNOW THAT THIS AREA HAS BEEN SURROUNDED BY OUR FORCES. IT IS HEAVILY SHIELDED, OUR BATTLE CRUISER ORBITS ABOVE US, AND PICKET DROIDS HAVE BEEN DEPLOYED. IN OTHER WORDS, THERE IS NO CHANCE OF AN IMPERIAL SURPRISE ATTACK. YOU ARE SAFE AMONG US . . . FOR THE MOMENT.

DID YOU KNOW . . .

- THAT THE OLD REPUBLIC WAS A DEMOCRATIC UNION OF WORLDS GOVERNED BY A DULY ELECTED SENATE? THAT IT REPRESENTED THE NEEDS OF ALL BEINGS REGARDLESS OF RACE, SPECIES, OR HOME SECTOR?**
- THAT "EMPEROR" PALPATINE WAS ONCE A SENATOR, AND THAT HE HAS SEIZED POWER, STOLEN OUR FREEDOMS, DISBANDED THE SENATE, AND CRUSHED ALL DISSENT?**
- THAT THE CURRENT EMPIRE IS IN THE PROCESS OF SUBJUGATING OR DESTROYING THE NON-HUMAN RACES?**
- THAT THERE IS HOPE?**

TAKE A MOMENT WITH ME NOW, MY FRIENDS, AND LEARN ABOUT THE GREATEST PERIL OUR GALAXY HAS EVER FACED! THERE IS HOPE, BUT ONLY IF YOU KNOW WHY YOU'RE FIGHTING. DO YOU KNOW WHO YOUR FRIENDS ARE? DO YOU KNOW YOUR ENEMY?

Planetside: Agamar

The Next Day

The woman on the dais paused a moment, and the crowd stood silently, thinking about what she was saying, each in his, her, or its own private world of thought. Keyan Farlander stood among them, listening to the Rebel Chief of State, taking in every word of her speech. He stood in an abandoned warehouse along with perhaps two hundred others. He had joined the growing ranks of the Resistance on Agamar only a month before, and was burning with righteous fervor. His palms sweated as he dreamed of exacting his vengeance on the Imperial troops who had destroyed his village and murdered his friends and family.

Even though the site of the meeting was well guarded, Keyan was well aware of the risk every being in attendance was taking. For his part, all he wanted was

to get his hands on the controls of a Rebel starfighter and blast an Imperial Star Destroyer into space dust.

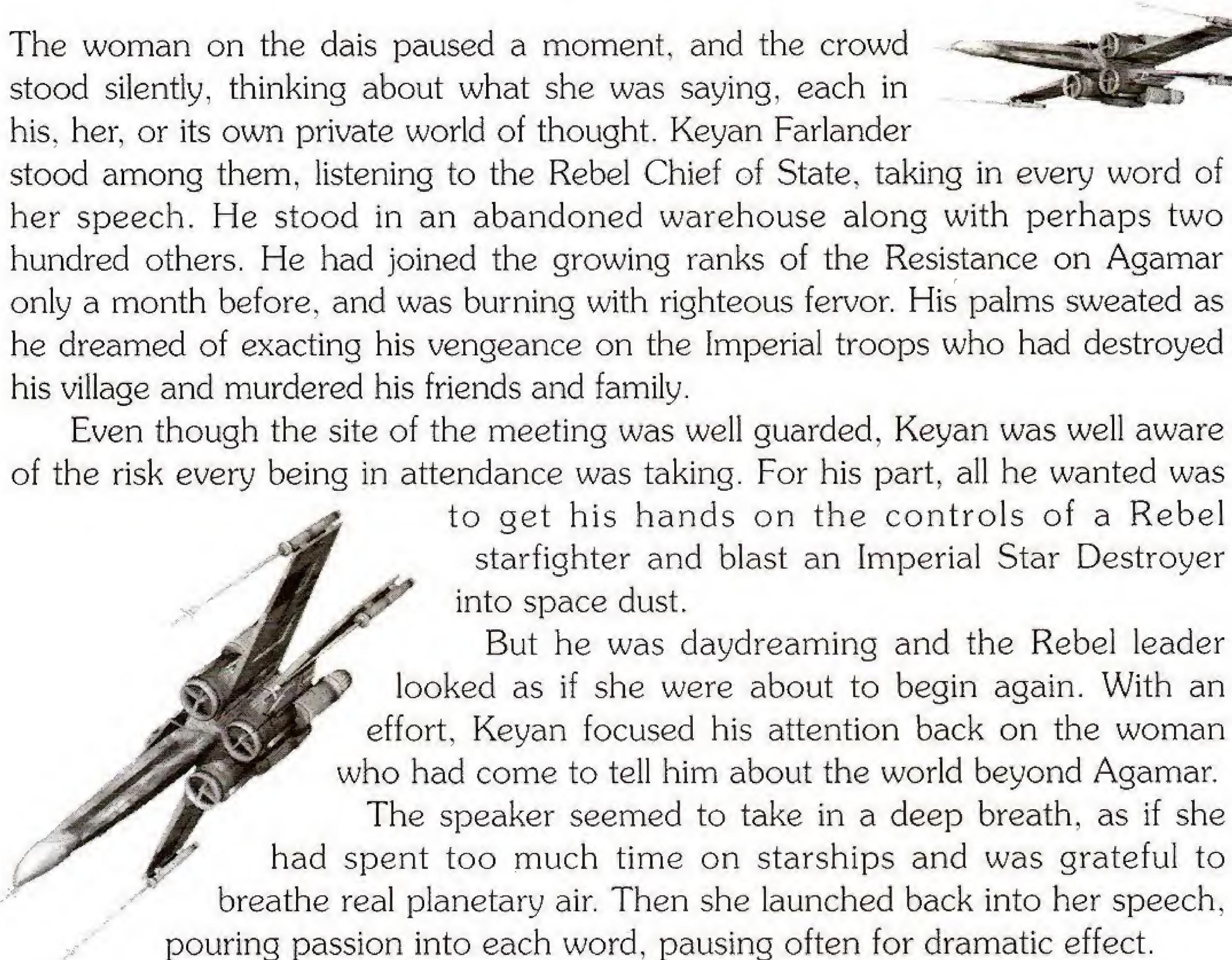
But he was daydreaming and the Rebel leader looked as if she were about to begin again. With an effort, Keyan focused his attention back on the woman who had come to tell him about the world beyond Agamar.

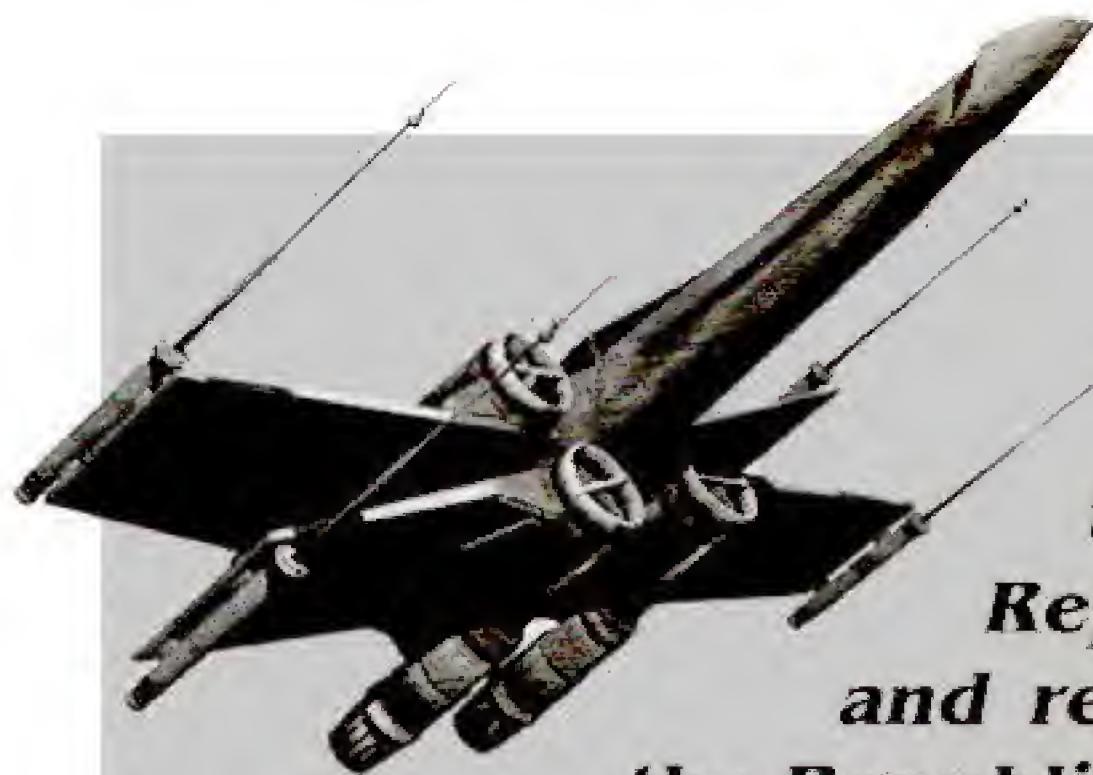
The speaker seemed to take in a deep breath, as if she had spent too much time on starships and was grateful to breathe real planetary air. Then she launched back into her speech, pouring passion into each word, pausing often for dramatic effect.

The End of the Republic

How did all this happen? Here's the short answer. GREED! CORRUPTION! DECEIT! OPPRESSION! TYRANNY! THAT IS THE STORY OF THE EMPIRE!

As she intoned this indictment, the Alliance leader's voice resonated through the warehouse. Then she paused again as if to let this image sink in. When she continued, her voice was controlled, quiet, penetrating . . . the voice of a storyteller. Behind her, brutal images of Imperial oppression occasionally appeared on a simple flat-screen projector. Keyan and all around him were quickly transported back to another time, far, far away, but not so long ago.





It wasn't always this way. We were at peace following the Clone Wars. Guided by the Jedi Knights and the government of the Republic, war-weary citizens rebuilt their lives and restored their worlds. The central authority of the Republic encouraged prosperity and freedom for all.

But the galaxy is vast. With a thousand thousand worlds to govern, a few greedy senators found that they could abuse their power, at first in small ways, but ever more boldly. Slowly but steadily corruption infected the Republic. More and more senators, seduced by power and wealth, allied themselves with special interests. And their corruption spread throughout the many worlds. The Republic was crumbling.

*Into this situation came a young senator named Palpatine. I remember him. Very ordinary. Very methodical. Nothing to call your attention . . . just enough to keep his position. **MAKE NO MISTAKE!** This Palpatine was a Rodian in Ewok's clothing! His was a diabolical master plan, and he carried it out to perfection.*



The authority of the Senate was weakening at an alarming pace. Crime was on the increase everywhere while many worlds threatened secession. Others simply did as they wished while pretending loyalty. We needed a solution, and that is what Palpatine offered. Through a combination of political maneuvering, careful promises, and some out-and-out fraud, Palpatine got himself elected head of the Senatorial Council, President of the Republic. Many of the most honest and ethical senators backed him because he promised unity and had never joined among the most corrupt. At the same time, the worst members of the Senate expected a weak, controllable President, a figurehead to represent justice as they continued to serve the cause of self-interest.

I was young, the youngest Senator ever elected until then. Even so, I soon saw this man for the monster he was. But everyone was so anxious for a solution . . .

Neither senatorial faction got what they had expected. Instead, with the power of the Presidency now secured, Palpatine suddenly emerged as a dynamic and increasingly ruthless leader, getting the government working again. Little by little, he assumed control, as the Senate consumed itself in bitter rivalries. Palpatine subtly



encouraged this dissension while seeming to support various sides. He played us against each other, using every means imaginable to increase his control. He gained the loyalty of some senators through favors while others he swayed with blackmail or coercion.

I wept when I could not get them to see the truth.

Little by little, in ways so subtle that few realized what was happening, Palpatine took the reins of power from the Senate. When he was ready, he declared himself Emperor, announcing a New Order. He filled the senators' heads with grand rhetoric, promising to lead the Republic to a glorious golden age like that of the Kitel Phard Dynasty of old.

It is Palpatine's New Order that now stomps on your freedom with an iron boot.

As Mon Mothma paused again, the crowd stirred restlessly. Keyan found his fists knotted tight. He was angry. Angry at the Empire. Momentarily angry at this former Senator who had let it happen. And he was inspired . . .

Some of us tried to defy him, but the result is what you see. I am a fugitive now. Palpatine has grown more powerful on the Dark Side. With the help of the fallen Jedi Knight, Darth Vader, he deals swiftly and decisively with his enemies. If I had not escaped, I would now be dead. Palpatine's power is spreading, and with it the Darkness of his tyranny. This is how the Old Republic died. This is how the Empire was born.



Look with me for a moment at what I call the Empire's Great Lie. "Emperor" Palpatine has continued the pretense that he would end social injustice and corruption. On the surface, his policies may seem to be aimed at righting the wrongs imposed by the waning Republic. But his true goal has always been the subjugation of the thousand thousand worlds and the enslavement of all galactic citizens. He rules by fear rather than by consent. He states that all beings are equal citizens while he carries out secret missions designed to destroy whole races.



The Empire seems unbeatable. I hear that often. But witness what the "Emperor's" own Grand Moff Tarkin has to say:

"I have noticed that even the excellent pace with which Your Majesty is strengthening his fleets can scarcely provide security for the Empire should a significant number of planets begin to defy your will. We are many years away from a force vast enough to secure every system simultaneously."

"Rule through the fear of force rather than force itself. If we use our strength wisely, we shall cow thousands of worlds which might otherwise consider rebellion to some degree."

The Empire is evil. It is guided by an evil creature on the Dark Side of the Force. DO NOT SUBMIT TO HIS WILL. RESIST NOW. They cannot subdue us all. They have admitted it! Only fear keeps them in power. If we act now, if we act together, WE WILL CAST OFF THEIR OPPRESSION, DISPEL THE DARKNESS, AND DESTROY THE EVIL EMPIRE ONCE AND FOR ALL!

Keyan found himself cheering with the rest of the crowd, and for a moment he was elsewhere. He had a brief image of standing with millions of beings, all determined to win their freedom back. He could feel them with him. Then the moment passed, and he stood in awe. He was no longer alone. He was ready to lay down his life to defend the Alliance. He listened to the rest of Mon Mothma's speech as if he were giving it himself—as if every word she spoke was his word; as if every thought was his as well.

The Resistance

Even now, beings from all quadrants of the galaxy are rising up against injustice. They are bravely defying the Imperial overlords and gathering for a life and death struggle. They need your help.

The Resistance is not alone. Before the Emperor disbanded the Senate once and for all, some of us took an active role against him.

Chief among my allies was Senator Bail Organa of Alderaan. Though we seldom agreed on the Senate floor, we each understood the danger inherent in Palpatine's rise to power. We plotted secretly to overthrow him and to unite the rising tide of Resistance that has grown up in hundreds of systems and continues to spread.

I bring you an offer of unity, of power, of total Rebellion. Only by working together, by coordinating your efforts with those of other planets and systems, can you hope to defy the might of the Empire. I urge you to join the growing Rebel Alliance. **SEPARATE, WE SHALL FAIL. TOGETHER, WE SHALL PREVAIL!**



The crowd erupted again, and the cheers went on for several minutes. When the room was once again quiet, and not a moment before, Mon Mothma continued.

The Origin of the Alliance

Even as Senator Palpatine out-maneuvered and defrauded the Senate to become President, Bail Organa and I plotted secretly, meeting repeatedly at Chatham House, Organa's home in Imperial City. At first Organa resisted my call for a general revolution, horrified at the thought of abandoning the government he had devoted his life to. Then came the massacre at Ghorman, a small planet in the Sern Sector, just outside the Core Worlds.



Following Ghorman, Bail Organa secretly helped me to divert weapons and funds, and even more importantly, information, to the growing Resistance

effort. However, I was eventually discovered, and fled the capital only moments before the ISB came to arrest me.

My goal has been to create an Alliance of Rebel planets, and my first success came in the Corellian System. Using the guidelines and ideas discussed during the Chatham House meetings, I convinced three major Resistance groups to join together. I showed them how the increased communication, central leadership, and greater access to much-needed funds, supplies, and weaponry would benefit them all. I convinced them that there was strength in unity. The Corellian Treaty was the true beginning of the Alliance.

Since the Corellian Treaty, I have traveled the galaxy, from world to world, and everywhere I go, beings of conscience, independent thinkers, and victims of Imperial atrocities have greeted me. They have joined the Alliance as I hope you good beings will also. I have come to offer hope. To offer fellowship in a growing galactic movement.

One man stepped forward, then. Keyan recognized him as the leader of the Resistance on Agamar.

"What does the Alliance have to offer?" he asked. "Why should we join you?"

A buzz rose up in the crowd, and an air of nervous expectancy crackled in the air like electricity. Mon Mothma silenced them with a wave of her hand.



It's a fair question, and I'm glad you asked. Suppose Imperial warships were headed for your planet. You have perhaps a dozen obsolete Headhunter starfighters, and only five of them are battle worthy. Moreover, you wouldn't even know the warships are on the way because you have no communication with Rebels on other worlds. You're a sitting Hoska.

Now suppose you're linked to a Sector-wide network of information. Surveillance droids watching the Imperial fleet and secret communiqés from Allied worlds warn you well in advance, while neighboring systems send reinforcements in the form of men, weapons, and starfighters to defend your home.

Now perhaps you begin to understand. The Alliance offers experienced leadership, coordination of information, and logistical support to every world that truly desires freedom.

And don't worry about trading one Empire for another. I am the Alliance Chief of State and Supreme Commander of the Rebel Forces. But, unlike the Emperor, my job is temporary. Every two years, the Advisory Council votes again.



At any time, the Advisory Council may remove the Chief of State. And, as soon as the Emperor is deposed, my position ends and all the worlds will participate in forming a New Republic.

Let me read to you an excerpt from our formal Declaration of Rebellion. It's addressed directly to the "Emperor."

"We, the Rebel Alliance, do, therefore, in the name—and by the authority—of the free beings of the galaxy, solemnly publish and declare our intentions:

To fight and oppose you and your forces, by any and all means at our disposal;

To refuse any Imperial law contrary to the rights of free beings;

To bring about your destruction and the destruction of the Galactic Empire;

To make forever free all beings in the galaxy.

To these ends, we pledge our property, our honor and our lives."

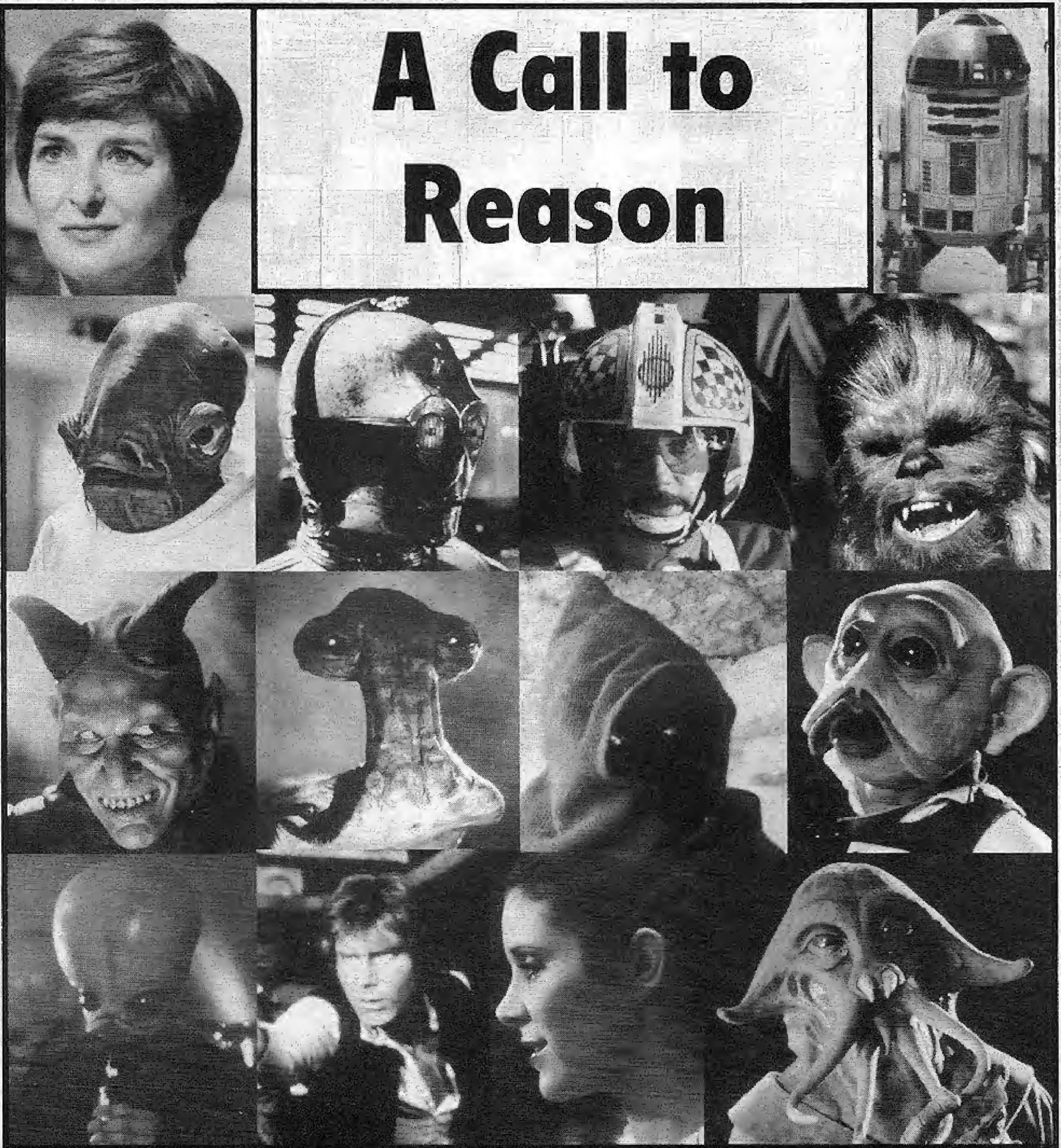
I have pledged my life to this cause. Will you not do the same? With your help, the Alliance will continue its expansion. WE WILL STOP THE EMPIRE! WE WILL BE FREE!

When her speech ended, Mon Mothma was engulfed in a wave of enthusiastic converts. Keyan watched as she disappeared into a small room with the Resistance leaders. He felt both full and empty, unsure what to do next. As he stood there, a young woman came up to him and handed him a small leaflet.

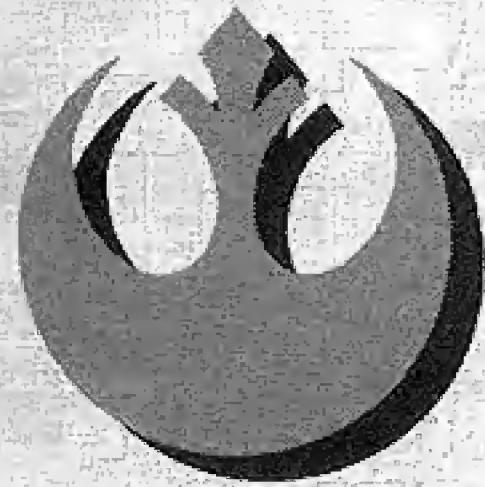
"Read this. It will help you understand more," she told him. "But return it to me or destroy it before you leave. To be caught with it is death."

He took the small pamphlet she handed him—"A Call to Reason"—and immediately began to read. Soon he forgot where he was as he became absorbed in an expanding universe of beings and places.

A Call to Reason



*In the spirit of
galactic peace
and cooperation.*



A Call to Reason

If you care about freedom and YOUR FUTURE . . . join the Rebellion! Resist oppression! Help us form a New Republic based on equality and freedom for all beings! This is your chance. Don't wait. The Empire grows stronger all the time.

DO IT NOW!

In these pages you will read about our galaxy. Learn tolerance. Learn to understand what we fight for. Who are your friends? Who are your enemies? Learn as much as you can. Then join us!

Your Friends . . . And Foes.



Mon Mothma was once a young and idealistic Senator of the Republic. Hailing from Chandrila, she was practically born into government service. Her father was arbiter-general of the Republic and her mother was a governor of Chandrila.

Next to Leia Organa, Mon Mothma was the youngest member to serve on the Senate. Despite her age, Mon Mothma rose to the esteemed position of Senior Senator before the abolition of the Senate. Now she is the Chief of State of the Rebel Alliance and works tirelessly to overthrow the Emperor.

Viceroy Bail Organa of Alderaan was one of the heroes of the Clone Wars, fighting alongside the famous general, Obi-Wan Kenobi. When the wars ended, however, Organa returned to his home planet to lead them into an age of peace and non-violence. Weapons were banned on Alderaan. Soon after Palpatine declared himself Emperor, Bail Organa left the Senate and returned to Alderaan. He helped create the Alliance and Alderaan has become a center for dissent and resistance. (Photo unavailable.)





Admiral Ackbar was one of the first of the Mon Calamari to be taken as a slave by the Empire. A great Mon Calamari leader before his capture, he was instrumental in convincing the Mon Calamari to help the Alliance by providing ships. After his capture, he became the servant of Grand Moff Tarkin, where he was able to learn about the enemy first-hand.

Though he had learned of a great secret weapon, he was unable to discover what it was. In a dramatic encounter, Ackbar was rescued when Tarkin's shuttle was attacked by Rebel forces and the Mon Calamari was left behind. Due to his great abilities and his knowledge of the enemy, he was recently named Admiral of the Rebel Fleet.



General Crix Madine was an officer in the Imperial Army with high prospects for advancement. Amid some considerable mystery, Madine defected from the Empire and joined the Alliance. Such a defection would normally have caused great concern. For instance, was he a double agent? But whatever the circumstances, Madine was obviously trustworthy. Among those backing Madine was General Rieekan, one of Mon Mothma's most trusted officers. On his recommendation, Madine was put in charge of the Rebel Army. His knowledge of Imperial strategy and tactics has proved invaluable in planning operations against them. (Photo unavailable.)



Obi-Wan Kenobi was one of the great leaders of the Clone Wars. A Jedi Knight, he has dropped out of sight. It is feared that he, like all the other Jedi, has been killed by the Emperor's minion, Darth Vader, or one of his many assassins. Still, hope remains that he, or one like him, will reemerge to join the fight against evil. (Photo unavailable.)





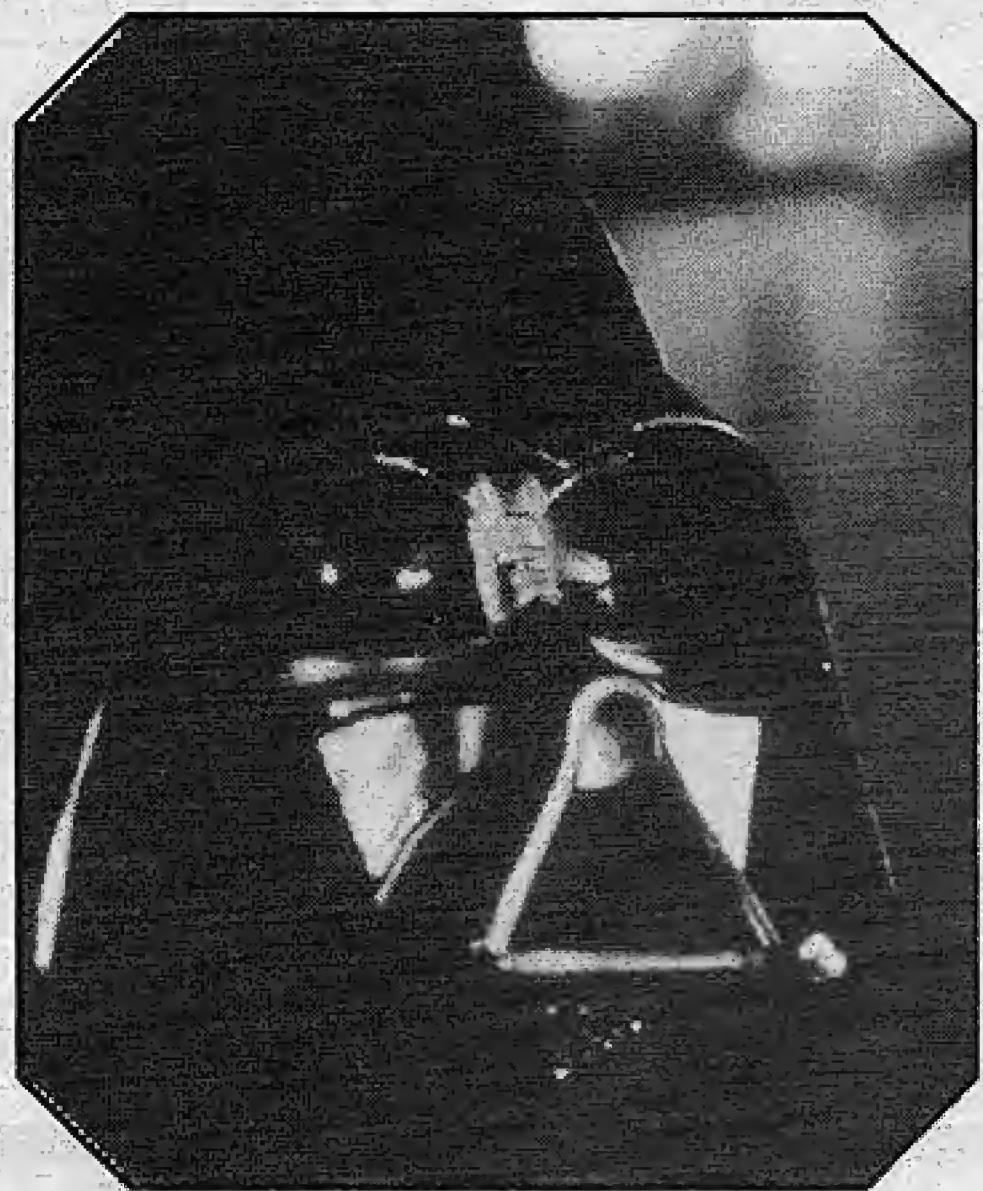
Palpatine was once an uninspiring bureaucrat who, through deceit and political maneuvering, became first the President of the Republic and later, the Emperor. Little is known about Palpatine. Many suspect that he has great powers in the Dark Side of the Force, but how he came to this power is completely unknown. He was never trained by any Jedi Knight that we know of. Yet much of his success is unexplainable if some larger Force is not taken into account.

Crimes of the Emperor (a partial list)

Emperor Palpatine has:

- disbanded the Senate, stifling any participation by citizens in the government;
- begun a policy of racism and genocide against non-human races;
- removed the rightful leaders of planets and systems, placing his own lackeys as Moffs and Governors;
- arbitrarily raised taxes;
- murdered and imprisoned millions without trial or justice;
- stolen land and property from their rightful owners;
- created a military force whose sole purpose is tyranny!

—paraphrased from the *Formal Declaration of Rebellion*

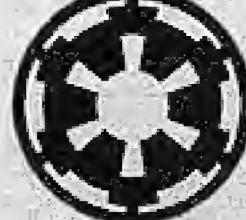


Next to the Emperor himself, Vader is the most feared being in the galaxy. Even his own men are terrified of him, as his wrath is both violent and deadly.

Darth Vader was once a pupil of Obi-Wan Kenobi. A promising Jedi Knight, Vader was seduced by the "easy" road of the Dark Side. He challenged his master and was left for dead when his challenge failed. Though severely disfigured, Vader survived. He has taken to wearing a startling outfit that helps him breathe, but also instills fear in all who see him. It is rumored that he has grown very strong in the Dark Side of the Force, and that he is the Emperor's main hatchet man.

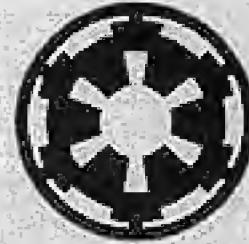


Grand Moff Tarkin began as a warship captain, but after the incident at Ghorman, his rise was rapid. He is generally given credit for engineering the Empire's policy of "rule by fear," and is also rumored to be leading a project for the construction of a new super weapon.





Jabba the Hutt is one of the kingpins of galactic crime. Huge is the word often used for his empire of crime, not to mention his own unbelievably corpulent self.



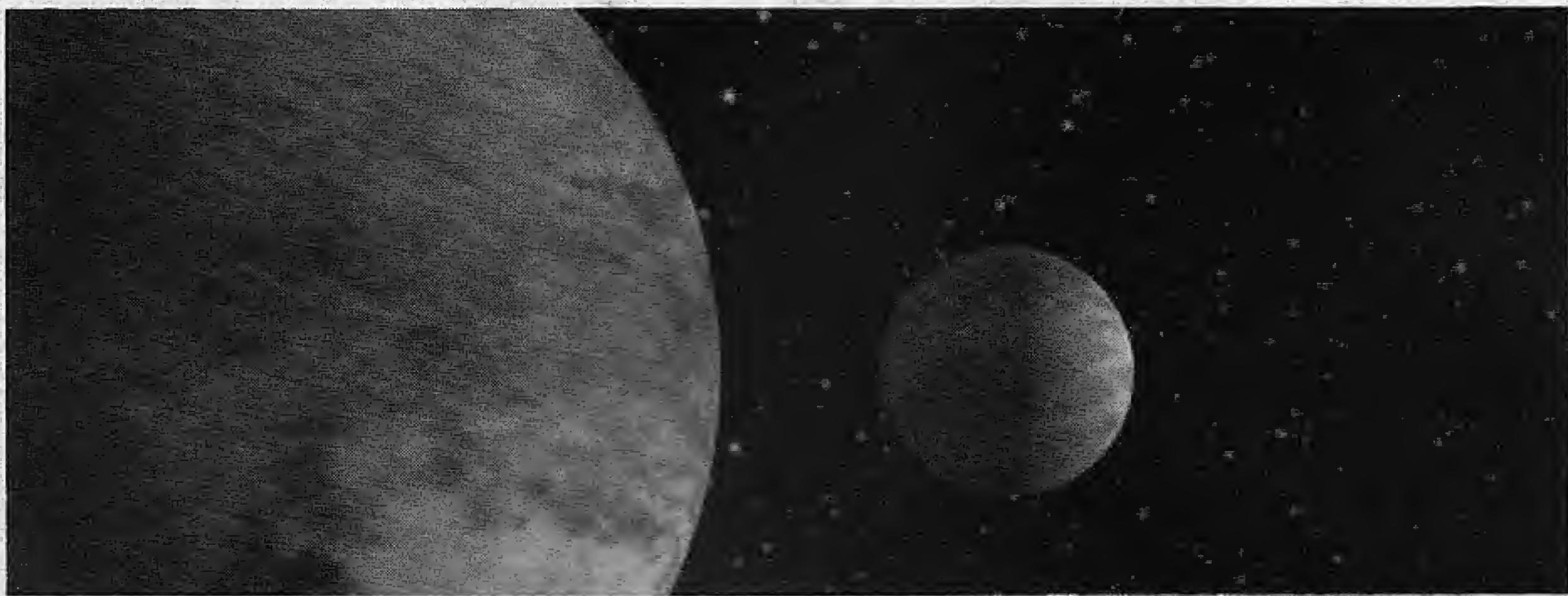
Boba Fett is a notorious bounty hunter and assassin. A veteran of the Clone Wars, Boba Fett is feared throughout the galaxy. Nobody knows the source of his considerable power, but he carries a formidable arsenal of weapons. Few have met him, and of those, even fewer are still alive. Boba Fett is known to



work on occasion for Jabba the Hutt. It is suspected that he also performs missions for Darth Vader.

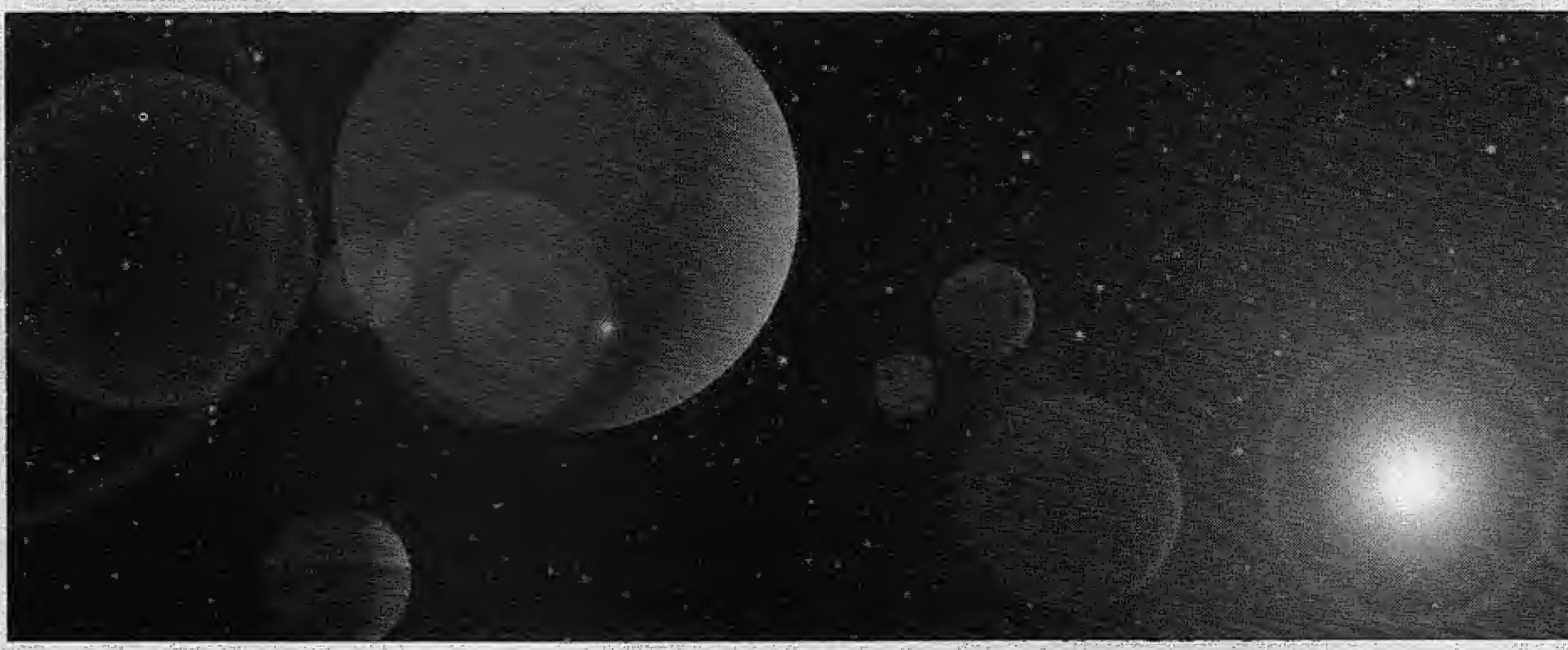
List of Key Worlds

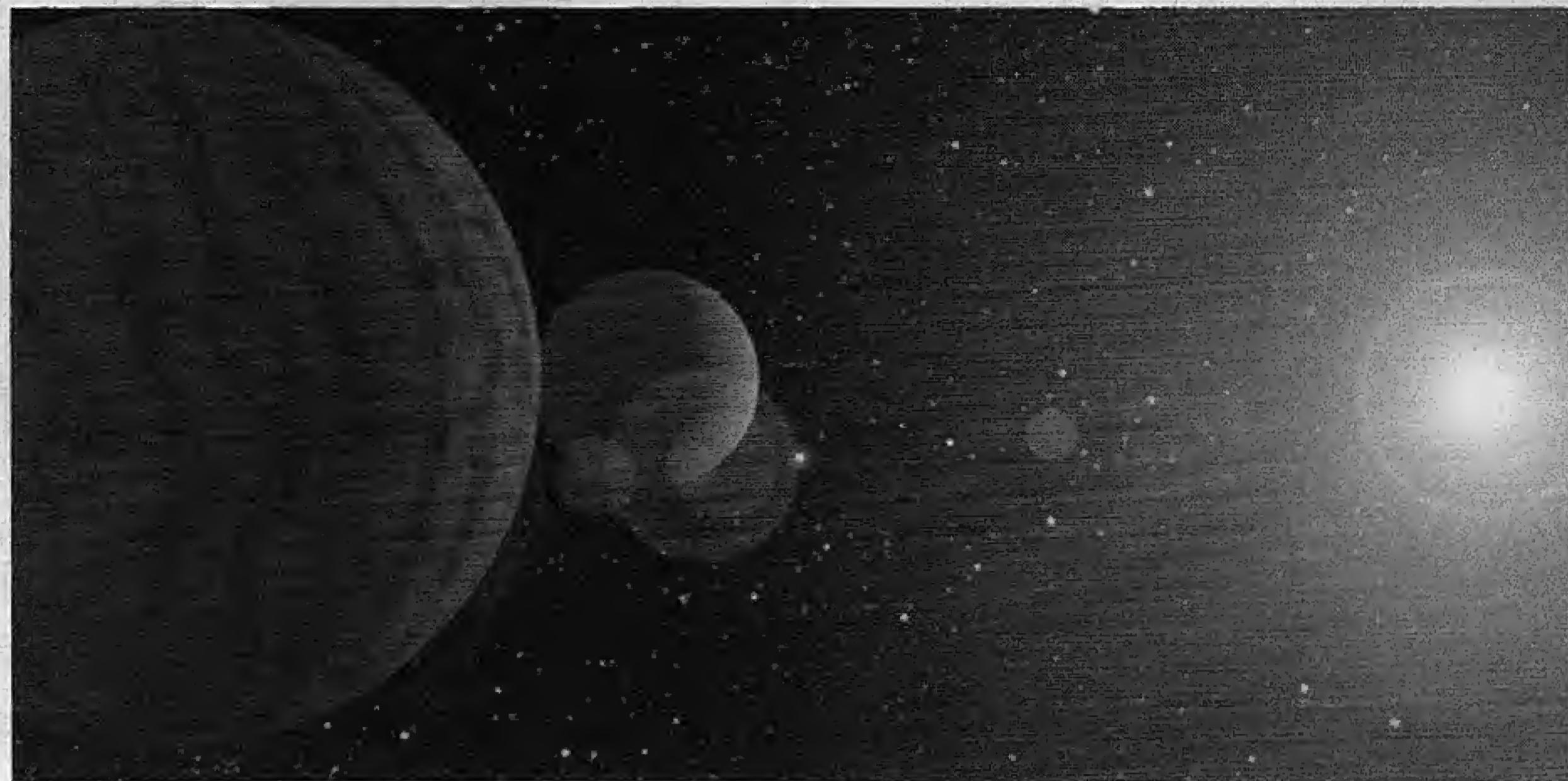
Alderaan was one of the planets practically decimated by the violence that swept through the Galaxy during the Clone Wars. Its leader, Viceroy Bail Organa, returned from the Wars to promote a peaceful transition to citizenship in the Republic. Advocating non-violence and the abolition of weapons, he soon turned Alderaan into a model for restoration, peace, and freedom. Now Alderaan is the symbol of the Rebellion against the tyrannical Empire.



Mantooine is a system located in the Outer Rim of the Galaxy. Sharing Atrivis Sector with the Fest system, Mantooine was the site of a massacre as Mantooine's "Liberators" took on an overwhelming Imperial force. It was their defeat that helped exemplify the need for the Alliance proposed by Mon Mothma. Had the Liberators been allied with their neighbors in the Fest system, they would have known of the Imperial strike fleet orbiting nearby moons. Forewarned, they might have retreated into the impenetrable forests of Mantooine instead of taking up residence in a captured Imperial base.

The **Corellian System** was the site of the famous Corellian Treaty which bound several rival forces of the Rebellion into a unified force. Under Mon Mothma's skilled leadership, this treaty has formed the basis for the growing Rebel Alliance.





Ghorman was the scene of an early massacre, portent of the future of the Empire. A peaceful demonstration against rising taxes turned to tragedy and horror as the Republic warship sent to collect the taxes landed despite the protesters, killing or injuring hundreds. And the warship's commander? Was he punished? To the contrary, Captain Tarkin was promoted to Moff and later to Grand Moff!

Calamari is the watery world of the Mon Calamari and the Quarren. This tectonically stable planet has few land masses, almost no mountains, and very little readily available metal. Despite that, the Mon Calamari and the Quarren, working together, have created a peaceful, technologically advanced culture with huge floating cities and a thriving economy.

The Calamarians have long viewed the stars as islands in a galactic sea. With this somewhat poetic view of space, it is no wonder that they have become great travelers.



End Racism—We're All in it Together

Many of you may have been approached by members of COMPNOR (Commission for the Preservation of the New Order). Beware. Though it started out as a well-intentioned and idealistic social club, COMPNOR is now another of the many propaganda organs of the Emperor. Though their message may sound reasonable on the surface, COMPNOR is run by the Select Committee, who are vassals of the Emperor.

What is the Emperor's purpose? From our analysis, COMPNOR's main purpose is to spread a subtle philosophy of racism. Their goal is to turn Human against Wookiee, Mon Calamari against Quarren, Sullustan against Twi'lek.

Don't let this happen. We are all equal citizens of the galactic community. Don't let the Emperor's doctrine of hatred and racism turn you against your fellow beings.

Know Your Allies

The galaxy is vast, and there are many beings who belong among the citizens of the worlds. Some have traveled throughout the galaxy while others have stayed close to their home worlds. Here are a few of those you may learn to know.

Gamorrean

Description: Gamorreans stand approximately 1.8 meters tall when full grown and weigh about 100 kilos. Their green-skinned bodies are squat and powerful, and their hands and feet are large for their overall body size. Their facial features are distinctly porcine, with large tusks dominating their mouths and horns atop their heads. Their eyes are small and their noses are more like snouts.

The Gamorreans of Gamorr are somewhat more intelligent than they look. However, their culture has



Gamorrean

evolved along a distinctly violent path. Only female Gamorreans actually do productive work. The males spend all their time engaged in fighting, training to fight, and more fighting.

Gamorrean males delight in conditions that would repel most beings, and have found their way into space as mercenaries. Some have become laborers, contrary to their cultural heritage, but if the labor is particularly unpleasant, they may find it to their liking. If it involves some fighting or mistreatment of others, Gamorreans are in pig heaven.

Many Gamorreans are in the service of the Empire and have no idea how mistreated they are. Few are known to work in the service of the Rebellion, partially because they have no concept of the ideals involved and partially because they tend to shoot first and not bother to ask any questions later. But we are doing our best to win them to our side and teach them to respect their own freedom.

Ithorian

Description: Ithorians are known as "Hammerheads" by many galactic citizens. This name is derived from the shape of their heads, which are flat, ribbon-like, and feature two eyes at the top and two mouths, one on each side of the "face."

Ithorians are natives of the lush planet Ithor in the Ottega system. They are peaceful creatures who hold the sanctity of life and the beauty of nature above all else. Many young Ithorians aspire to become ecological priests of "Mother Jungle."

The Ithorians' language uses their twin mouths in a stereo effect that is impossible for most beings to duplicate without complex apparatus. However, some protocol droids can approximate Ithorian. The Hammerheads themselves speak common Basic quite well, however.

The Ithorian way of life involves what they call "herds," but which are really



Ithorian

hovering cities. They have taken this concept into space, following an ingrained curiosity about life. Ithorian merchant "herds" are welcome throughout the galaxy, particularly in the Outer Rim Territories where they often bring news and rare goods. They are not very offensive-minded, but carry strong defensive capabilities to protect them from pirates and other dangers of space.

Mon Calamari

Description: The Mon Calamari are bipedal, salmon-colored beings with webbed hands and feet, high dome-shaped heads, large eyes and vestigial external gills. With special lenses in their wide-set eyes, they can see in a 270 degree arc.

The Mon Calamari are intelligent beings whose skills in spacecraft design are famous throughout the galaxy.

Originating on the water world of Calamari, the Calamarians live on shore, but retain a love of the ocean. They have established a long history of peace and cooperation with their ocean-dwelling neighbors, the Quarren.

Despite their long history of peace, the Calamarians were drawn into the war with the Empire when Imperial ships invaded Calamari and began enslaving its population and looting their property. When the Calamari resisted, the Empire blasted three large floating cities, staining the oceans red with Calamarian blood. Now the Calamari are among the most steadfast friends of the Alliance, using their considerable skills to refit their space freighters into war cruisers for the Rebellion. Calamarian space craft are known for their individuality. Each is a work of art, hand-crafted as much for esthetic considerations as for functionality. Like anything so lovingly produced, Calamarian craft are exceptionally durable and well constructed.

Admiral Ackbar is one of the Mon Calamari. Once a leader of his people, he was taken by the Empire and made a slave to Grand Moff Tarkin. He was rescued by Rebel forces when they intercepted a shuttle carrying Tarkin on his way to inspect a military installation.



Calamarian

Quarren

Description: The Quarren are most recognizable by their triangular-shaped heads, tentacled mouths, and small, turquoise eyes most comfortable in low light. Their nickname, "squid-heads," is an appropriate, though not particularly polite, appellation. Quarren are bipedal with leathery skin that can change colors, though this ability is usually only demonstrated during mating rituals.



Quarren

The Quarren are the Mon Calamari's neighbors on the water planet of Calamari. They have long sustained a peaceful, but sometimes controversial, symbiosis with the Calamarians. Originally living deep in the oceans, the Quarren have mined the riches of the ocean bottom and provided them to the Calamarians. The "Mon Cal" have reciprocated by using their ingenuity to develop a technology that the two races share. The Quarren now live deep in the floating cities built by the Mon Cal.

Some among the Quarren think they have gotten the short end of the deal, and there is an undercurrent of unrest among them.

Nevertheless, the Quarren have accompanied the Mon Calamarians into space and can be found living in the deeper recesses of Calamarian ships.

It was a Quarren who originally betrayed Calamari by disabling the planet's defense systems, thereby allowing the Imperial warships to destroy three cities in one of the worst atrocities of modern times. However, the end result has been to unite the Mon Calamari and the Quarren with the Rebel Alliance against the Empire.

One somewhat notorious Quarren is Tessek. Consumed with a lust for power, he is one of Jabba the Hutt's chief lieutenants. Little is known about Tessek, but he is certainly a remarkable example of his species, both for his obvious intelligence, and for his ruthlessness.

Sullustan

Description: Sullustans stand between 1 to 1.5 meters tall. These humanoids feature large, luminous eyes; large ears; mask-like facial features; and bald, domed heads.

Throughout their evolution, the Sullustan have lived in tunnels and warrens beneath the surface of their volcanic world. Their innate sense of location has taken them to the stars as pilots and navigators, where their skills are in high demand. Their high, chattering language is hard for others to duplicate, and it is suspected that they have a rudimentary sense of echo-location, perhaps an evolutionary hold-over.

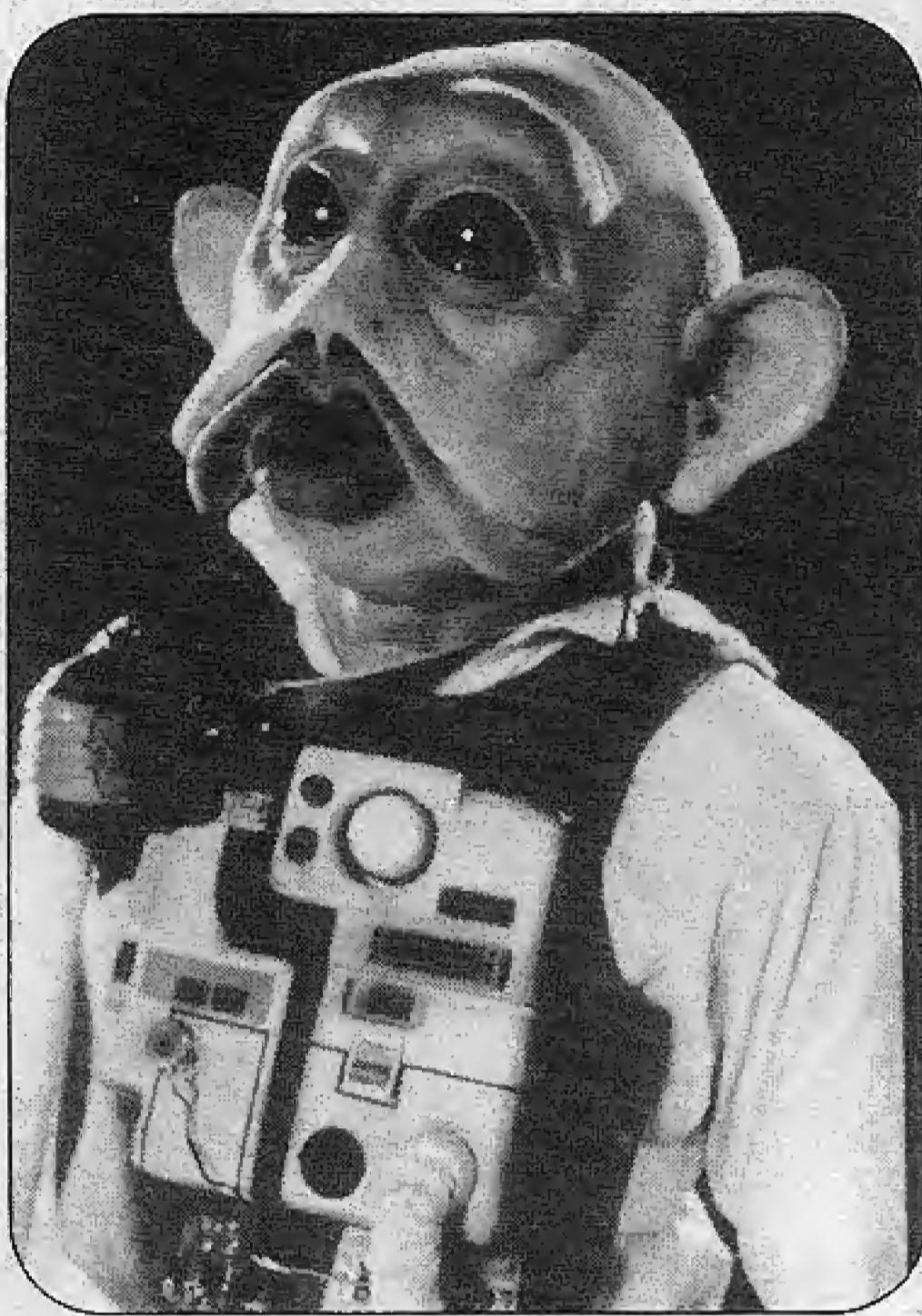
Despite their subterranean origins, most Sullustans display a sunny disposition, with a remarkable sense of humor. Many a starship bridge has been temporarily disrupted when the Sullustan navigator tells the one about the Twi'lek and the Ithorian. "What do you mean, that's not your pseudopod?" is one of the many punchlines.

The main economy of Sullust, the Sullustans' home world, is the huge mining enterprise, the SoroSuub Corporation. Though many Sullustan citizens have joined the Rebellion, officially, Sullust is allied with the Empire. We suspect that a poll taken on Sullust would show a high degree of unrest, but for now, Sullust is controlled by the Emperor.

Twi'lek

Description: Twi'leks are tall, thin hairless humanoids with large, bony supra-orbital projections. Twi'leks have two long fleshy head tails.

The most remarkable feature of a Twi'lek is the pair of twin tentacular appendages that extend from the backs of their heads. These large, fleshy prehensile growths, called tchun-tchin in the Twi'lek language, are a source of Twi'lek pride. They are also integral to their society. The Twi'lek language uses the tchun-tchin to expand the meaning of words, making Twi'leki one of the most difficult languages for outworlders to attempt.



Sullustan



Twi'lek

Fortunately, Twi'leks are adept at languages and can learn most of the languages in common use.

Twi'leks actually view each appendage separately. The one on the left is called tchun and the one on the right is the tchin. Little is known of the specific functions of each, but they are used as adornments and in mating rituals.

The Twi'leks' home world is located in the Ryloth star system in the Outer Rim. Without an axial rotation, Ryloth is a world of extremes. One side bakes in the sun while the other is constantly in darkness. Great storms called heat storms rage across the planet regularly. Although these destructive storms

are a danger to the Twi'leks, they also serve to regulate the overall temperature of the planet, warming the dark side and cooling the light side.

Twi'leks are not warlike, but prefer subtlety and cunning to fighting. Their native technology is somewhat crude by galactic standards, relying largely on wind generation for energy, and much of their development has been underground to escape the extremes of the surface. Little is known of the Twi'leks' home world as few outworlders have visited there.

Many Twi'leks have been taken into slavery by the Empire. Of particular value are Twi'leki dancing girls whose movements of body and tchun-tchin are considered seductive by humans and several other species. Needless to say, few Twi'leks have reason to love the Empire.

Wookiee

Description: Wookiees are tall (over two meters), fur-covered, bipedal beings of high intelligence and a long life span. Their vaguely dog-like faces are highly expressive with piercing blue eyes. However, when a Wookiee smiles, many beings are prone to run as they display huge canine teeth and a fierce expression.

Wookiees hail from Kashyyyk, a jungle planet famous for its giant, multi-level rain forests. Wookiees live in arboreal cities where life is relatively safe. Lower in the canopy, life becomes increasingly dangerous, to the point

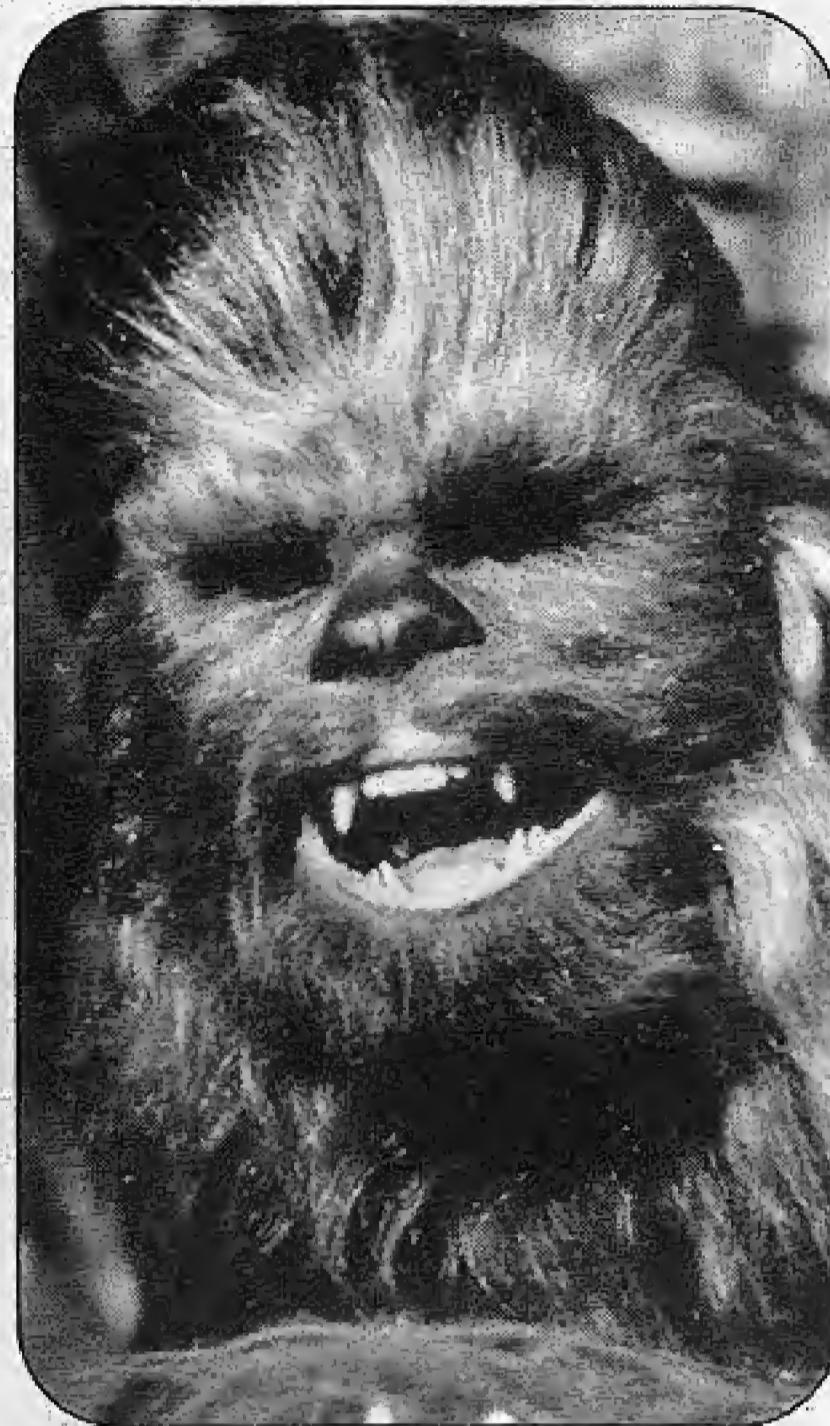
that even Wookiees must watch their step at the lowest levels.

Wookiee cities are remarkably complex, and the Wookiees' ability with technology is well known. They handle all weapons with a natural skill and deadly effectiveness, and are adept at repairs. The Wookiee weapon of choice, however, is the bowcaster, a combination of ancient craftsmanship and modern weapons technology. The bowcaster is a hand-made crossbow-like device that fires a high-energy explosive projectile. Few beings can operate a bowcaster as it takes the famed strength of a Wookiee to ready one.

Wookiees are among the strongest beings in the known galaxy. When angered, Wookiees have been known to tear their enemies literally limb from limb. And Wookiees have quick tempers.

On the other hand, Wookiees are intensely loyal and can form life bonds with others, even non-Wookiees. For instance, Wookiees often see their closest friends and colleagues as "honor families," and their loyalty to an honor family is without equal. And if you should find yourself in the unique position of having saved a Wookiee's life, you'll find yourself with a Wookiee companion who would gladly sacrifice his or her life for you. Such a "life-bond" will last until the Wookiee decides it has been repaid, and sometimes even beyond that.

Wookiees, though immensely strong, cannot defeat a whole battalion of Storm Troopers, and many Wookiees have been enslaved. One well-known Wookiee is known as Chewbacca. Having formed a life-bond with the notorious smuggler, Han Solo, Chewbacca is now a wanted criminal as well. He is the copilot on Solo's equally infamous ship, the Millennium Falcon.



Wookiee

The Problem of Droid Abuse

The Empire's campaign of prejudice and hate shows no favoritism. All are equally to be reviled, ridiculed, enslaved, and murdered. This is no less true of the many non-human races than it is of the non-living. Most of us depend on droids, whether we know it or not. And yet the Imperial attitude toward these highly sensitive, intelligent, and, yes, potentially sentient beings is to smash them, to exile them, and to use them without proper care.

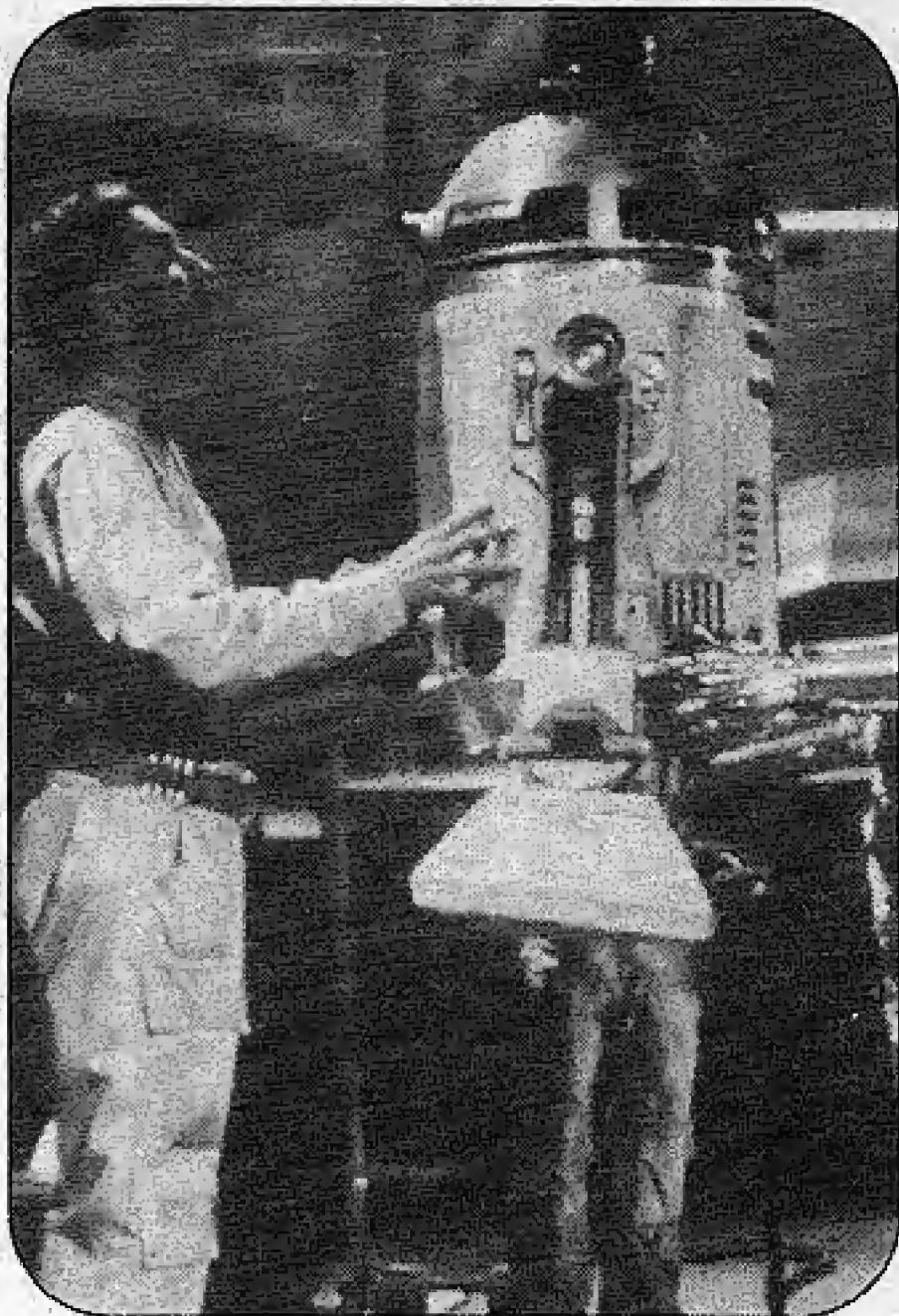
A droid is more than a machine. A repulsorlift is a machine. A tractor beam generator is a machine. A droid is an entity. Admittedly, some droids are more advanced than others, but they are all highly sophisticated. There is no reason to shun them, to mistreat them, or to fear them.

Look at the many ways droids serve us:

- Astromech droids, such as the sturdy and versatile R2 units from Industrial Automaton, help maintain and repair starships. They can plug directly into the central computer to help analyze problems and solve them. Astromechs also function as outboard computer/operator/pilot enhancement modules in many single-seat starfighters such as the X-wing. They can also be programmed for up to 10 hyperspace jumps.

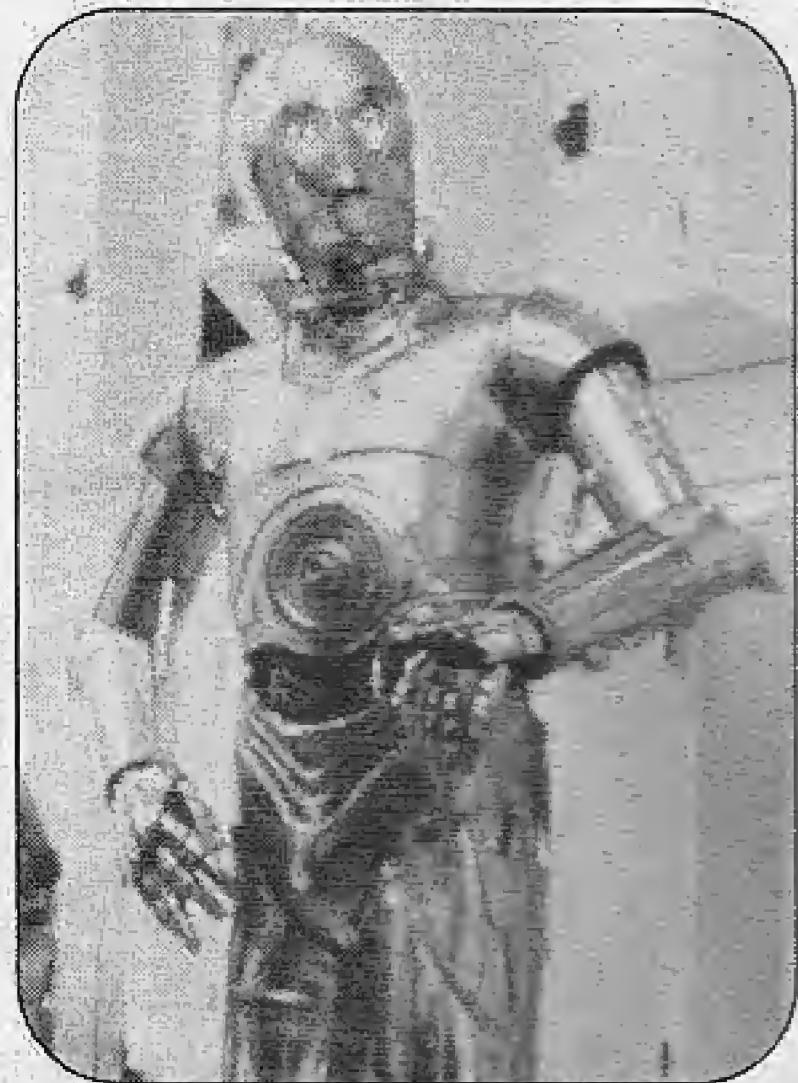
Some R2 units may be equipped with a veritable arsenal of tools and extra capabilities. Some have holo recorder/projectors built in. They may also carry such diverse systems as welding units, electro-shock prods, saws and laser cutters, spotlights, and special grabbers.

Astromechs are more than just machines, however. They often show a remarkable degree of personality and loyalty, especially when they are not subjected to regular memory wipes. Whether these personality



An R2 Unit being loaded onto a starfighter.

traits are considered positive or negative is a matter of conjecture, but if treated respectfully, Astromechs tend to develop a helpful personality. If mistreated, they may go rogue, to the regret of their owners.



A protocol droid.

these droids are capable of full sentience and that regular mind wiping is a criminal act.

- Many a patient has been thankful for the quick, efficient treatment he, she, or it has received from highly sophisticated Medical droids. There are many kinds of Medical droids, varying from simple diagnostic models like the MD-0 to the MD-4 microsurgery models. Most Medical droids have their specialties, but the MD-5 is a general practitioner that can serve in places where specialists are not available.

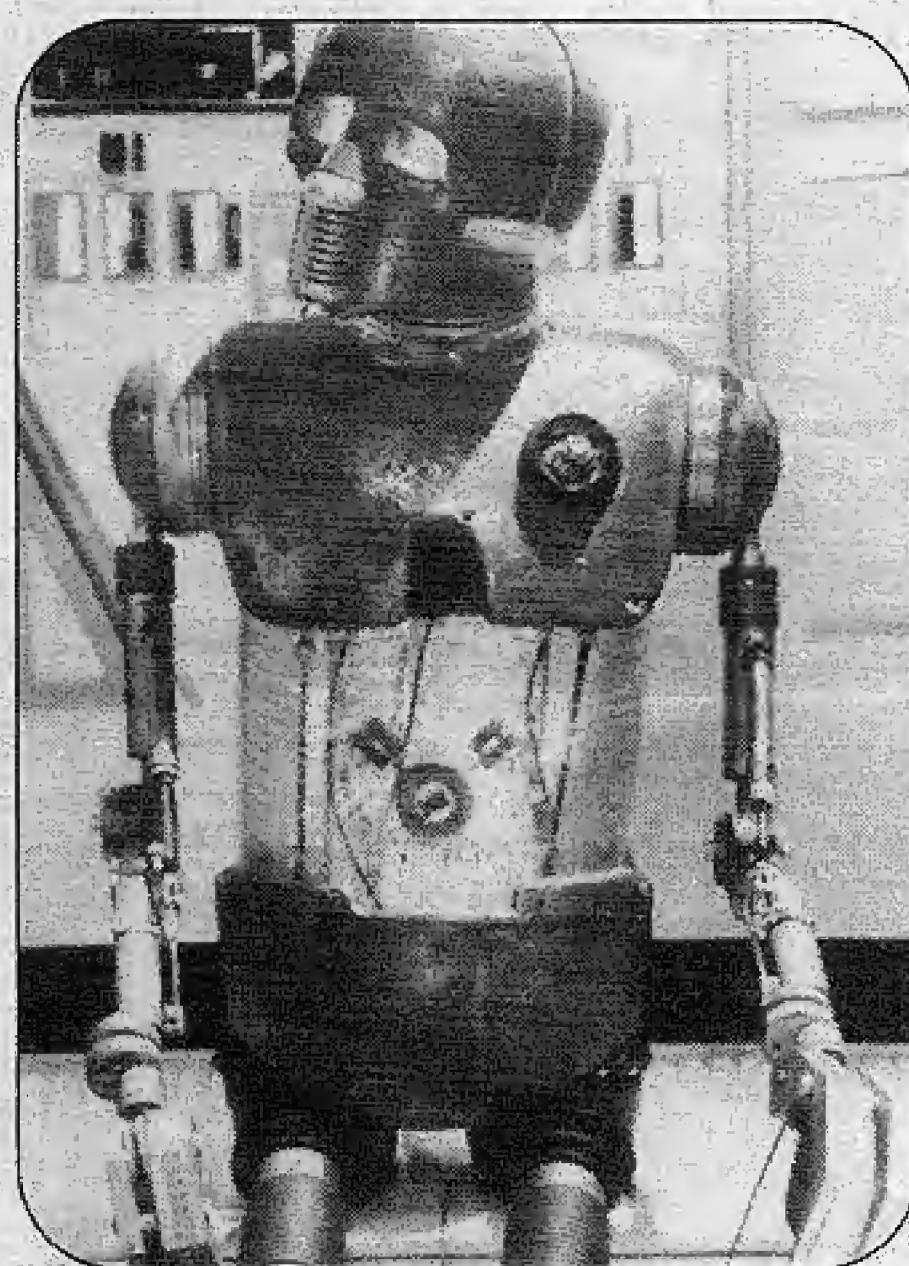
Another popular droid is Geentech's Too-Onebee, a highly versatile model, somewhat older than the MD series, but still found throughout the galaxy.

Medical droids do not seem to develop many personality traits, though some may

- We're the first to admit that some Protocol droids can be more than a little irritating, but their capabilities can be extensive. If properly programmed, they can speak and translate instantly up to seven million languages. They can be fitted with a variety of added modules, but are generally unsuited for tasks other than general protocol and communications.

Even more than Astromechs, Protocol droids can develop extensive personalities when their memories are left intact for a long period. Some demonstrate startling insights and begin to offer very definite opinions not contained in their original programming.

There are scientists who sincerely believe that



A Too-Onebee model.

begin to display a sense of pride in their work while others require periodic "vacations" to recharge their circuits and function at full efficiency.

- Some people have the mistaken impression that Probe droids are among the least sophisticated droids. In fact, it would be a mistake to think that the more modern Probots do not respond to proper treatment. A Probe droid will always carry out its mission, whether that be surveillance, exploration, search, rescue, or early warning; but Probots have certain latitude. For instance, there is the example of Probe Droid D-127X whose self-sacrifice and immediate response may have saved Tatooine from a terrible Imperial surprise attack. There is no proof that D-127X would have done any different if mistreated, but would you want to trust your star system to a resentful droid?

- Assassin droids are dangerous. Period. Even though they have been outlawed for several decades, these single-minded killing machines still exist. Many of them have lost their primary targets, but all are still dangerous and unpredictable. Unlike other droids, Assassin droids are incapable of developing positive personality traits. If you think you've seen one, notify the authorities and make tracks. Do not engage an Assassin droid in conversation or trade with one. However, if an Assassin droid does demand something of you, cooperate. Chances are it won't kill you. If it had wanted to kill you, you'd already be dead! Only a fully trained Jedi Knight stands a chance against an Assassin droid in single combat, and, depending on the model, the droid may still win as much as half the time.



Probot planetside.

When Keyan had finished examining the leaflet, he turned it over and read the back cover:

“Are you ready to fight for your freedom? To lay down your life, if need be, to save your homeworld? Then find us. Fight with us. We will destroy the Empire, and you can help. Join us now!”

Keyan heard footsteps and looked up just as the same young woman walked by him. She was helping restore the warehouse to its former appearance. Keyan caught her eye and held out the leaflet.

“I want to be a starfighter pilot.” he told her. “Where do I sign up?”

Alliance Flagship Independence: En Route to Mon Calamari



When the MC80 Star Cruiser *independence* first arrived at Agamar, it had carried Mon Mothma and a skeleton crew of 1230 engineers and Rebel troops. Four X-wing and four Y-wing starfighters had swept the area for enemy craft and remained on alert throughout the visit. When the *Independence* left Agamar, it carried Mon Mothma and 1233 on board. A few Alliance advisors had remained on Agamar while several new recruits had joined the ship's complement.

"This is your new home, Flight Cadet Farlander," the Quarren officer had told him in heavily accented Basic. They stood before a cell-like room deep in the dark lower decks of the Calamarian cruiser.

Keyan remembered it like it had been yesterday. Well, in fact it had been the day before yesterday, but time on a starship, in and out of hyperspace, seemed somehow different from planetary time.

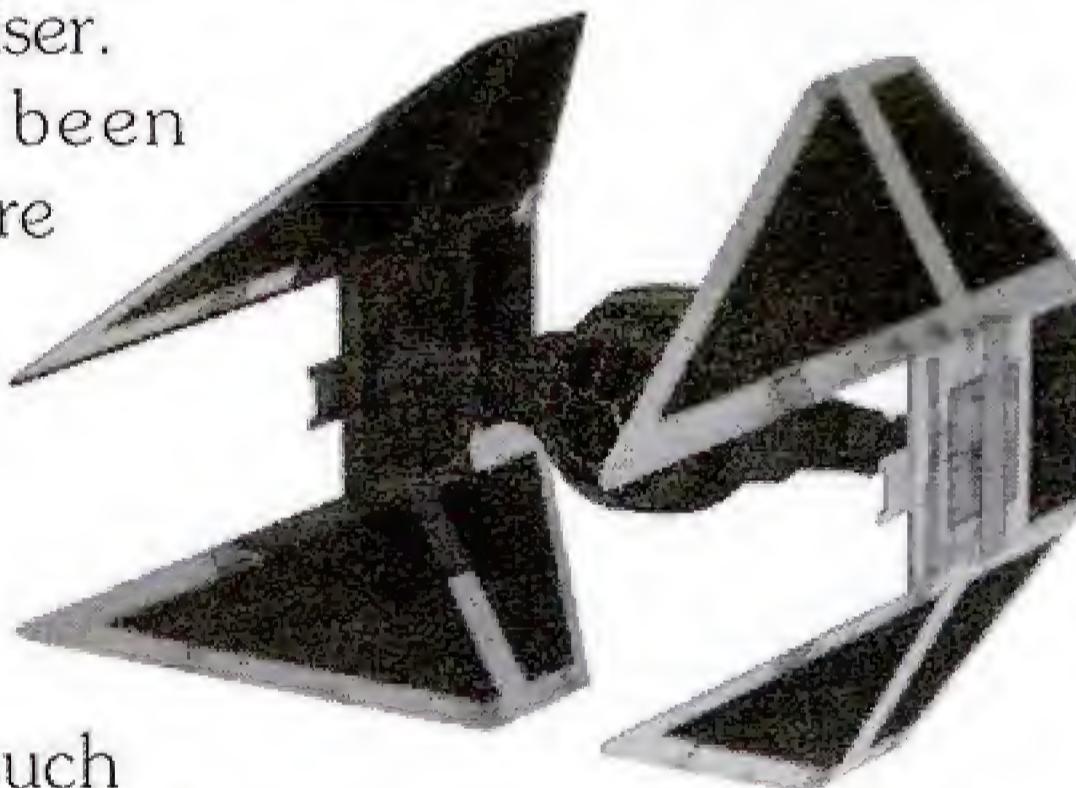
Keyan had never seen a Quarren before and had stared shamelessly at the squid-like face. The Quarren seemed used to such stares, however, and apparently took no offense. "First time off-planet?" the Quarren half asked, half stated. "Imagine what your face looks like to me." He made a sound that might have been laughter. Keyan wasn't sure.

Embarrassed, Keyan didn't answer, but suddenly looked to his shoes for advice. No advice came, however, before the Quarren spoke again.

"Here. Take this holo and study it." A suckered appendage placed the holo disk in Keyan's hand. "If you're to be a starfighter, you need to learn the ropes. If you have any questions, your liaison will be Lt.

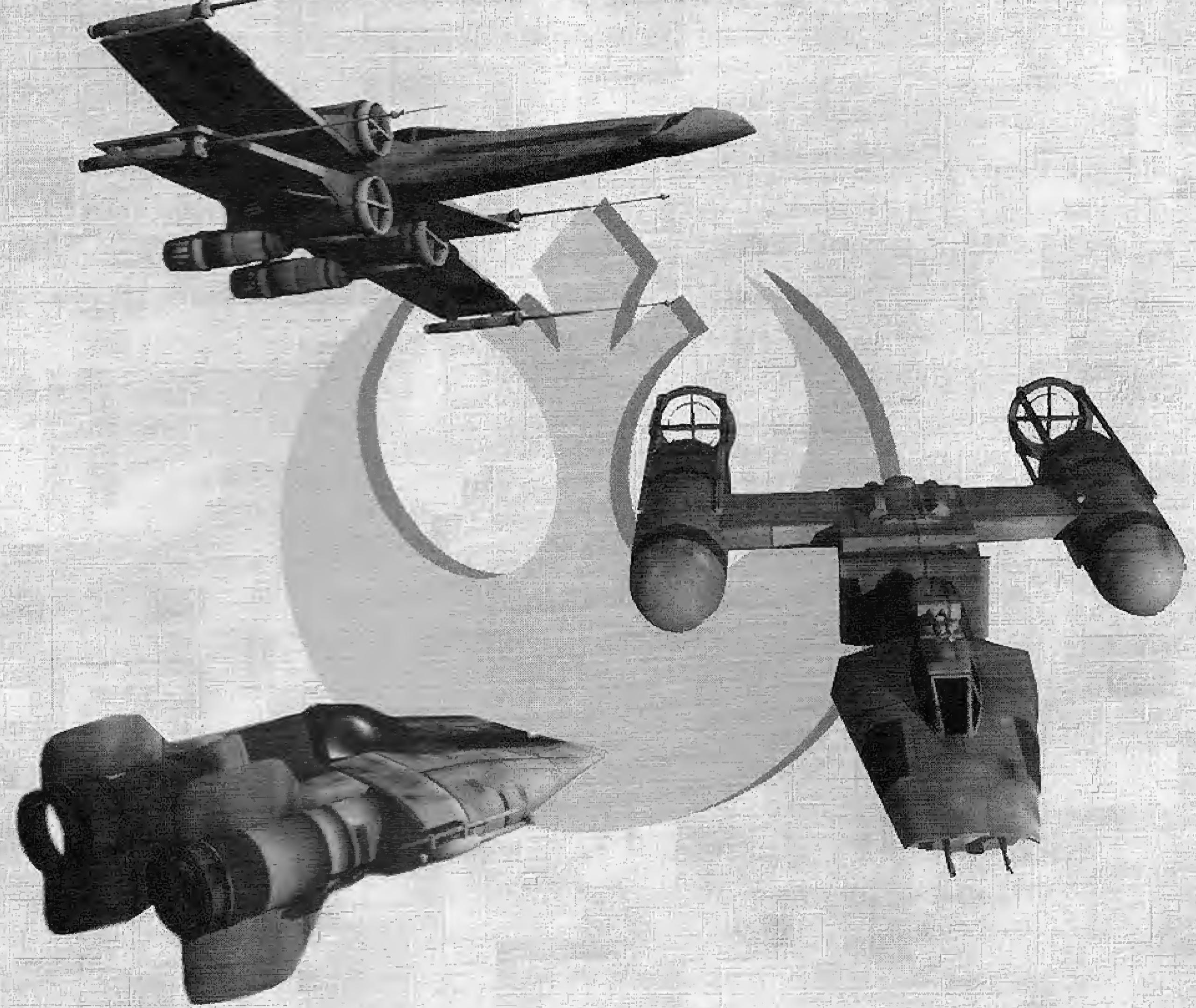
Hamo Blastwell. Don't worry. He's human." Again, the Quarren made a sound that might have been a chuckle. At least that's what Keyan found himself hoping as the strange creature turned and walked away.

There was a small, antiquated holo deck in the room, and Keyan inserted the holo into its slot and powered up.



The Starfighter Pilot's Handbook

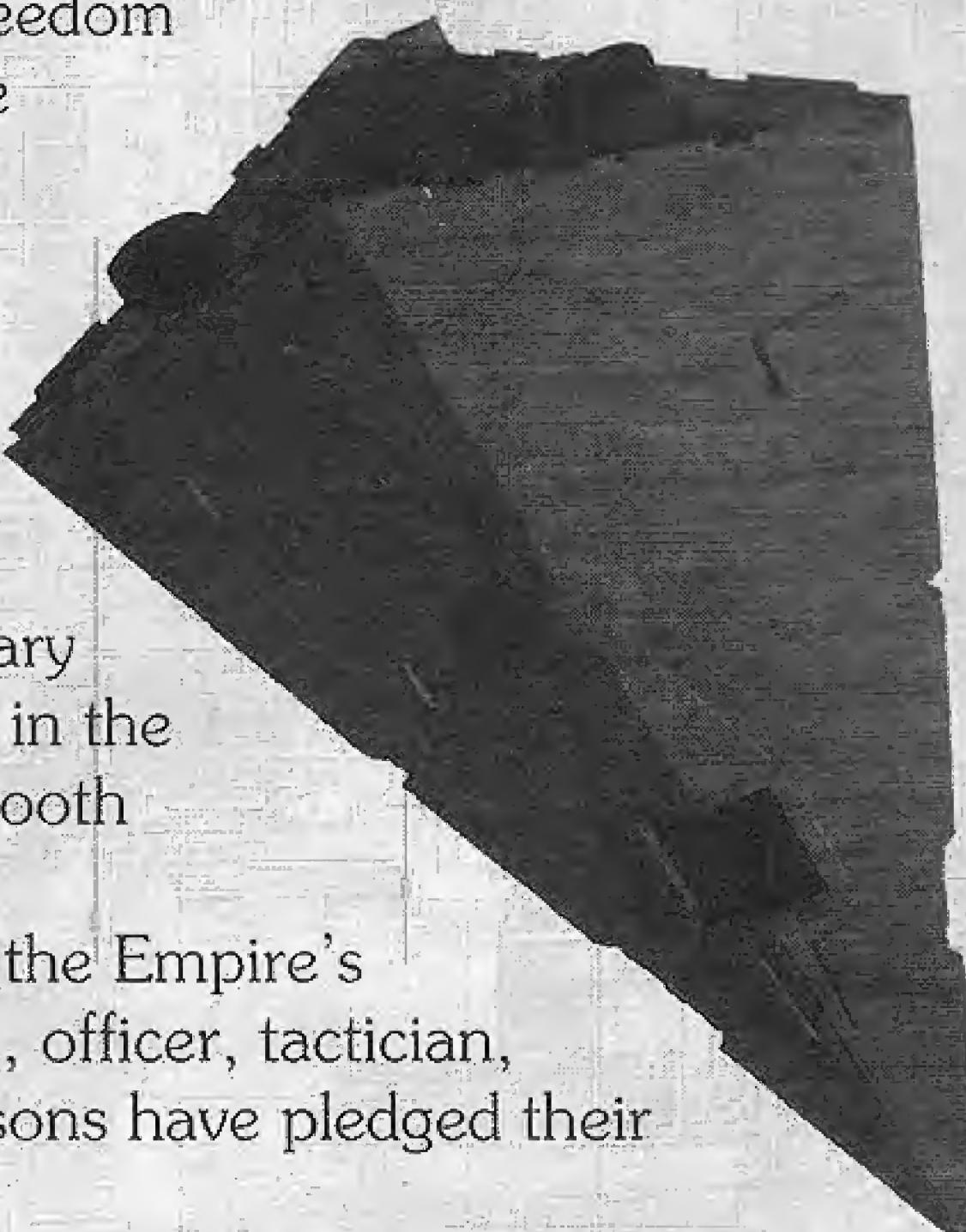
An Introduction to the Alliance Fleet.



What is the Rebel Alliance?

The Rebel Alliance is an association of freedom fighters from many worlds throughout the galaxy. Our goal is to defeat the dark forces of the Empire and its leader, Emperor Palpatine. In the short run, the young Alliance has pledged its military forces to the protection of the people and planets that have joined the struggle for freedom. It is also the aim of the military to seize equipment and resources needed in the long struggle ahead and to disrupt the smooth functioning of the Imperial oppressors.

Though the task is immense and the Empire's power vast, every one of us, every soldier, officer, tactician, mechanic, pilot, and even our civilian liaisons have pledged their lives to this cause.



Get to Know the Alliance

Before you go any further, familiarize yourself with the chain of command. The Alliance military was created for flexibility and unity. Under the Alliance High Command, which consists of all the group commanders, are two distinct divisions—the Alliance Forces and the Sector Forces. Alliance Forces are independent of any specific galactic sector while the Sector Forces are responsible for keeping order and conducting operations locally. Both groups are under the direct control of the Alliance High Command.

The civilian Head of State of the Alliance is also the supreme commander-in-chief of all military forces. Currently this title is held by Mon Mothma, who, with former Senator Bail Organa, crafted the structure of the Alliance. Mon Mothma exercises final authority over the Alliance war machine.

Commander-in-Chief:
Fleet Commander:
Spec Forces Commander:
Starfighter Commander:

Mon Mothma
Admiral Ackbar
General Madine
General Dodonna

The Alliance military is divided into seven main operational commands:

Fleet Command

The Alliance Fleet represents the single most important division of the Allied Forces. Under the command of Admiral Ackbar himself, the Fleet Command directs and coordinates all Fleet operations, maneuvers, and missions. While the other commands are considered equal in rank to the Fleet Commander, deference is paid to Admiral Ackbar, both because of the extreme importance of the Fleet to the Alliance's efforts and because of the admiral's demonstrated strategic skills.

The Fleet Commander controls the operation of all capital ships and support vessels, ranging from assault craft to the massive Mon Calamari Cruisers. Only starfighters are controlled under a separate command.

Briefly, there are five main categories of ships:

Capital ships such as the Mon Calamari MC80 cruiser are used in major campaigns and as bases for training and maneuvers.

Close support vessels such as the Nebulon B frigate are used to defend the capital ships and to carry out smaller operations.

Transport and supply ships such as the Corellian Corvette are primarily used for moving people and critical supplies, although they may see action in certain missions, especially where the target is small or the Alliance needs every available ship.

Starfighters are under the command of Starfighter Command. Their role is in escort and attack missions.

Support vessels such as boarding craft and other small specialized combat craft also serve specific purposes.

Starfighter Command

Under General Dodonna, Starfighter Command has general and specific responsibility for the deployment of starfighters, the training and deployment of starfighter pilots, and the operation of starfighters in special missions. Starfighter Command determines where specific squadrons will be assigned.



For instance, some squadrons are assigned to the Fleet while others are placed in specific sectors, where they come under the control of local Sector Command operations. Some of the most prestigious divisions are the so-called "rogue" squadrons who are not attached to a specific sector or Fleet division, but are moved as needed for special operations or to back up other squadrons that have gotten into trouble.

The starfighter fleet is divided into wings, squadrons, flights, and elements. A wing consists of three squadrons. A squadron consists of three flights of four starfighters. An element consists of two starfighters—a leader and a wing man. As a new recruit, you will start out as the wing man for a more experienced pilot. In

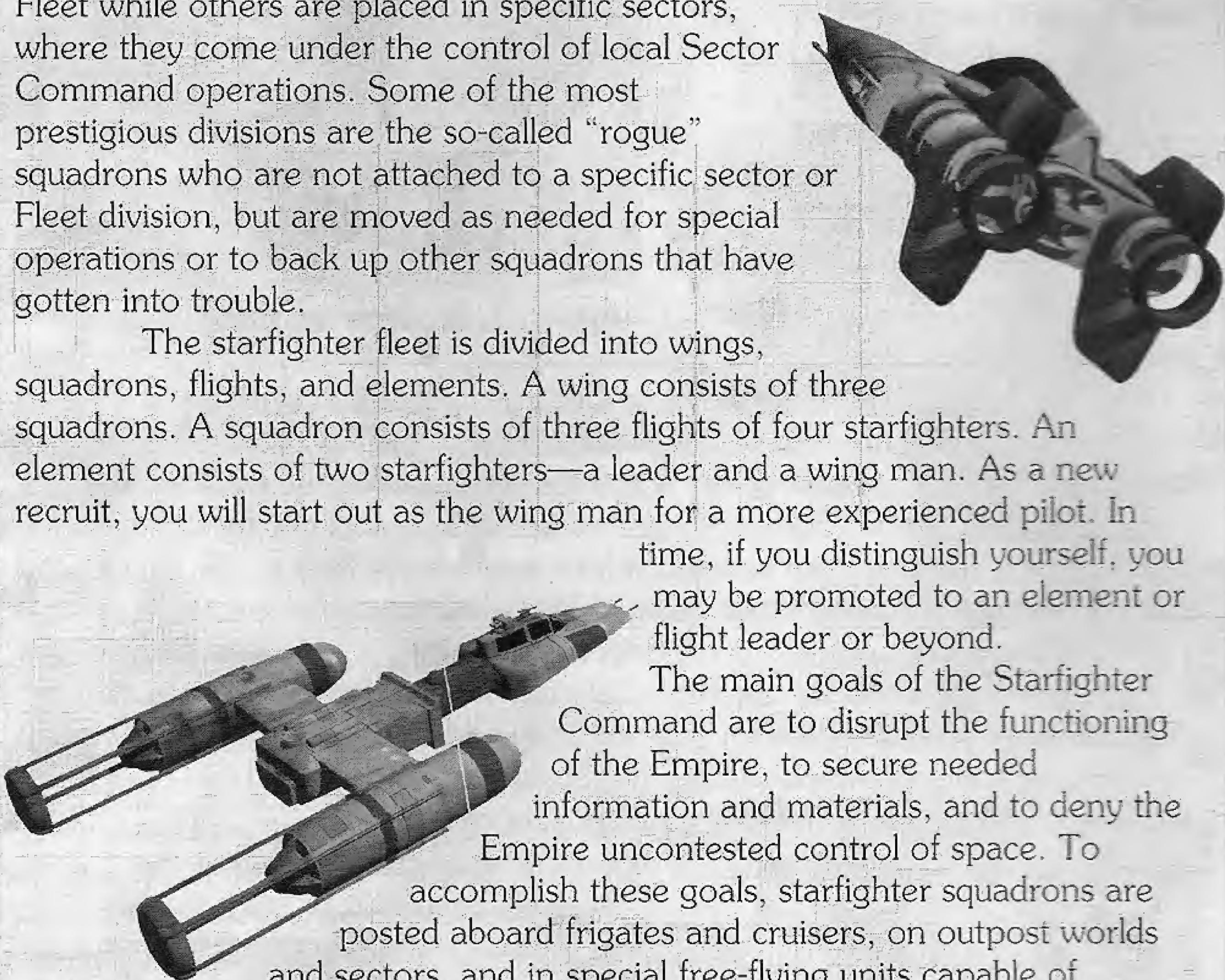
time, if you distinguish yourself, you may be promoted to an element or flight leader or beyond.

The main goals of the Starfighter Command are to disrupt the functioning of the Empire, to secure needed information and materials, and to deny the Empire uncontested control of space. To accomplish these goals, starfighter squadrons are posted aboard frigates and cruisers, on outpost worlds and sectors, and in special free-flying units capable of responding as needed.

Although there are many specific strategies and tactics in use, they can be summarized in three words: Attack, Defense, and Reconnaissance.

Attack missions are usually lightning strikes on specific targets. Using split-second timing and the all-important hyperspace abilities of the Alliance starfighters, special missions move in quickly, accomplish their objectives, and then hyperspace out again. Often, Starfighter Command is called upon to supply protective cover for larger missions involving the capital ships of Fleet Command; therefore, there are very strong links between the two commands.

Defense, in the most absolute sense, is impossible. The Empire can always muster far more firepower than we can. We must pick our battles carefully. However, there are times when the Alliance forces must defend against Imperial attacks. In such cases, the best defense is a delaying tactic to allow as many Alliance personnel and equipment as possible to evacuate.



Once the Empire discovers an Alliance base, it is lost. All that can be done is to salvage as much as possible before it is overrun.

Reconnaissance missions are generally passive observation missions in which a starfighter may shadow a known Imperial location, monitoring traffic, estimating strength, and relaying information to its base. If discovered, the pilot will do his best to escape. In no case should the pilot allow himself to be captured. Recon missions are not considered cakewalks.



Special Forces Command

Special Forces (or Spec Forces) Command controls the elite of the Alliance's ground forces. Under the guidance of General Madine, these forces range from special assault troops used in seizure and capture missions to solo operatives engaged in assassination, courier missions, and counter-intelligence. Spec Forces is highly involved in the communications network of the High Command, and it is often from General Madine that the commanders first hear about Imperial plans.

Sector Command

Sector Command is the local operation of the military in an individual part of the galaxy. The operation of ground and space units is under the control of individual sector commanders, although there are times when one individual sector may "borrow" ships or troops from another, or from the Fleet. Such requests are always routed through High Command, however, to keep Alliance operations consistent and coordinated.



Fleet Intelligence

Fleet Intelligence has two main duties. First, it must interpret information supplied from other High Command intelligence sources. Second, it must operate and monitor the deep picket line of droids. This picket line spreads over many thousands of kilometers and warns the Alliance of the approach of any unexpected ships. With adequate warning, the



Fleet can respond to any Imperial incursions—either by marshalling an attack, or a retreat as circumstances warrant.

Ordnance and Supply

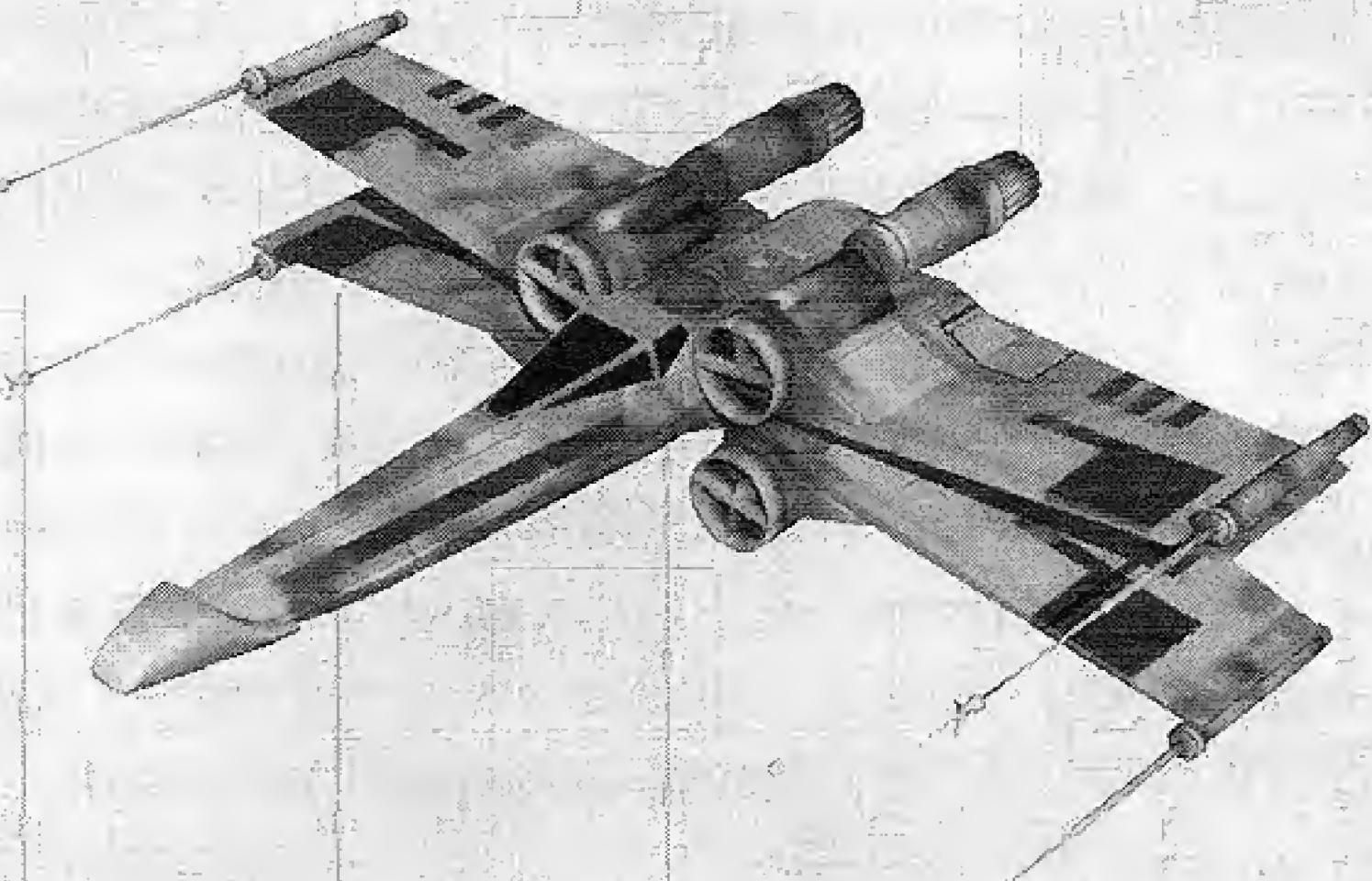
Ordnance and Supply carries out the immense and challenging task of keeping the Fleet and special forces supplied with food, arms, fuel, and other essentials. Sector operations are expected to be independent, so Ordnance and Supply concentrates its efforts on the Alliance Forces. Some of Ordnance and Supply's modest budget also goes to research and development of better weapons and ships.

Support Services

Support Services controls the movement and operation of the Alliance's transports, including freighters and specialized vessels such as medical ships and mobile repair docks. Naturally, there is a symbiotic relationship between Support Services and Ordnance and Supply.

Important:
All starfighter applicants must read
the information contained in
Qualifying as a Starfighter Pilot.

Qualifying as a Starfighter Pilot



So you want to be a starfighter pilot?

True, the Alliance is in desperate need of qualified starfighter pilots. But we won't take just anyone. You have to prove you've got the right combination of reflexes, poise, and judgement to pilot the fastest, most deadly fighters ever developed.

Step One: The Pilot's Proving Ground

Before any pilot is allowed behind the controls of a starfighter, he or she must train. To earn your wings, you will be sent to a top secret Rebel pilot training site. There you will demonstrate to our leadership that you are worthy of further training and the expense it will require to bring you to battle readiness.

The Pilot's Proving Ground (also known as the "Maze") consists of a specialized obstacle course in which your ability to maneuver and your aptitude for weapons will be assessed. You will be trained on X-wings, Y-wings, and A-wings as one can never tell what craft will be assigned to you in the heat of battle.

Your score will be based on your shooting accuracy, your maneuvering skills, and the time it takes to complete the course. As you progress through the course, new obstacles and challenges will present themselves. Although it will all seem quite real to you, you will be in no real danger. Therefore, it will be to your advantage to push yourself as hard as you can. Be the best starship pilot you can. If you stand up to the challenges, you will be honored with the opportunity to defend the free beings of the galaxy from the evil of the Empire.

You can return to the Proving Ground at any time to increase your skills. If you perform especially well, you will be listed on the Pilots' Honor Roll.

Step Two: Combat Simulation Training

The second important step in your training as a starfighter pilot is the historical simulator. Here you will find yourself in a life or death struggle against real Imperial enemies recreated from actual missions. You will reenact the roles of some of the Alliance's greatest pilots and learn their tactics and skills, adding to your training and preparing yourself for the real thing. Make no mistake. Next to actual combat, these simulations are the best preparation you can get. Don't pass them up.

There are six historical missions for each starfighter—X-wing, Y-wing, and A-wing. That's 18 missions, for those of you who aren't math geniuses. If you can survive all 18 missions, you will certainly be ready for your first Tour of Duty.

Combat Ranks

You start out as a Flight Cadet, but if you do well in training, and later in actual missions, you can look forward to some promotion. Here are the ranks you can attain in the Alliance Fleet:

Flight Cadet

Flight Officer

Lieutenant

Captain

Commander

General

So fly well, be safe, and destroy the Emperor!

Medals and Awards

The Alliance appreciates the sacrifice of its brave pilots and has instituted a system of awards to recognize your service. The first award you will earn is your flight badge upon earning your wings in the Proving Ground. There is one flight badge for each vehicle course you complete. The ultimate award is the Kalidor Crescent, which is earned only by extraordinary service to the Alliance.

Flight Badges

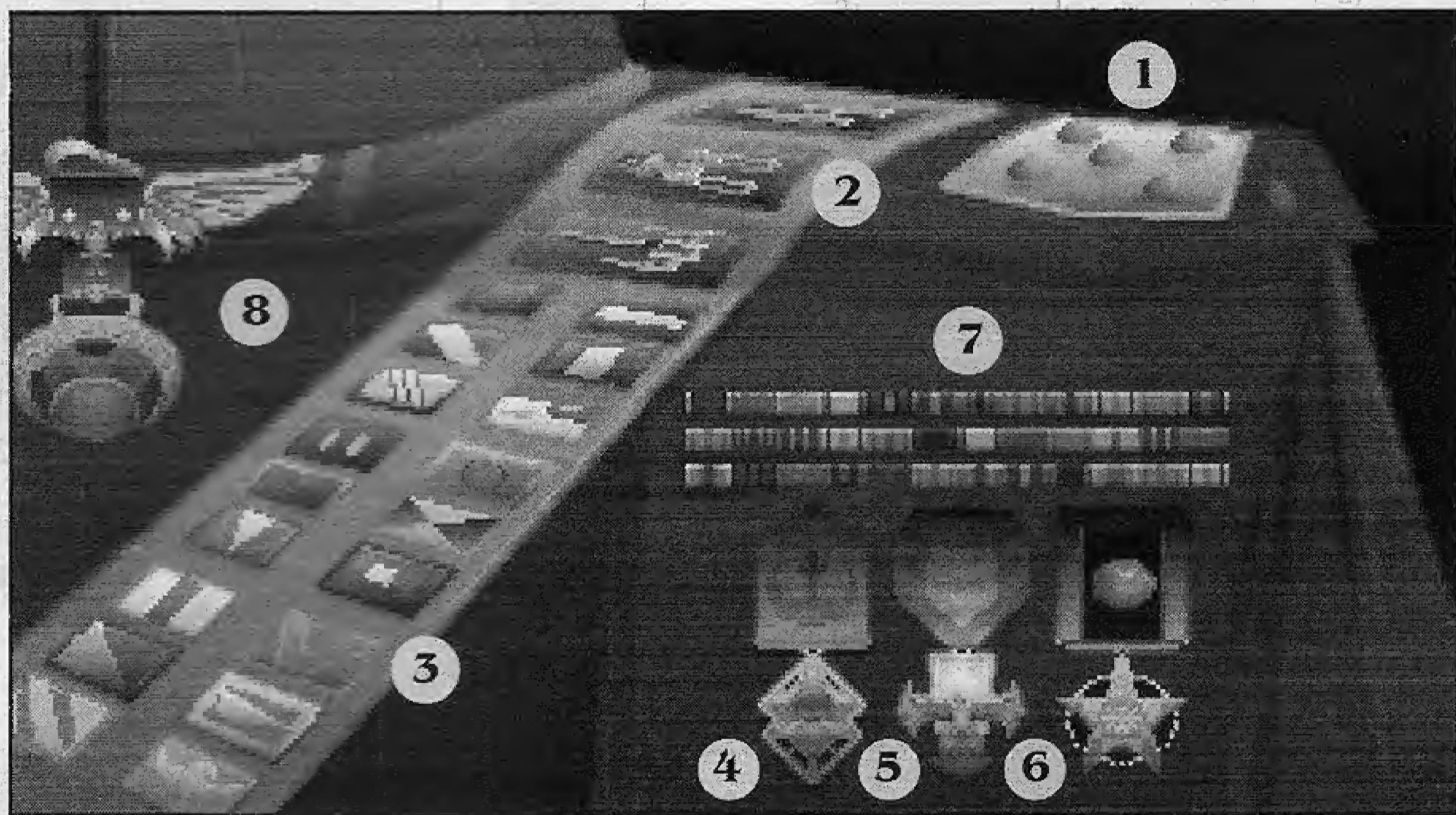
You will earn a Flight Badge the first time you complete one of the starfighter courses in the Pilot's Proving Ground for a particular craft. At this time, patches are offered for the X-wing, Y-wing, and A-wing starfighters.

Battle Patches

You will earn a Battle Patch for each historical simulation you successfully complete. These and the Flight Badges are worn on the sash of your uniform.

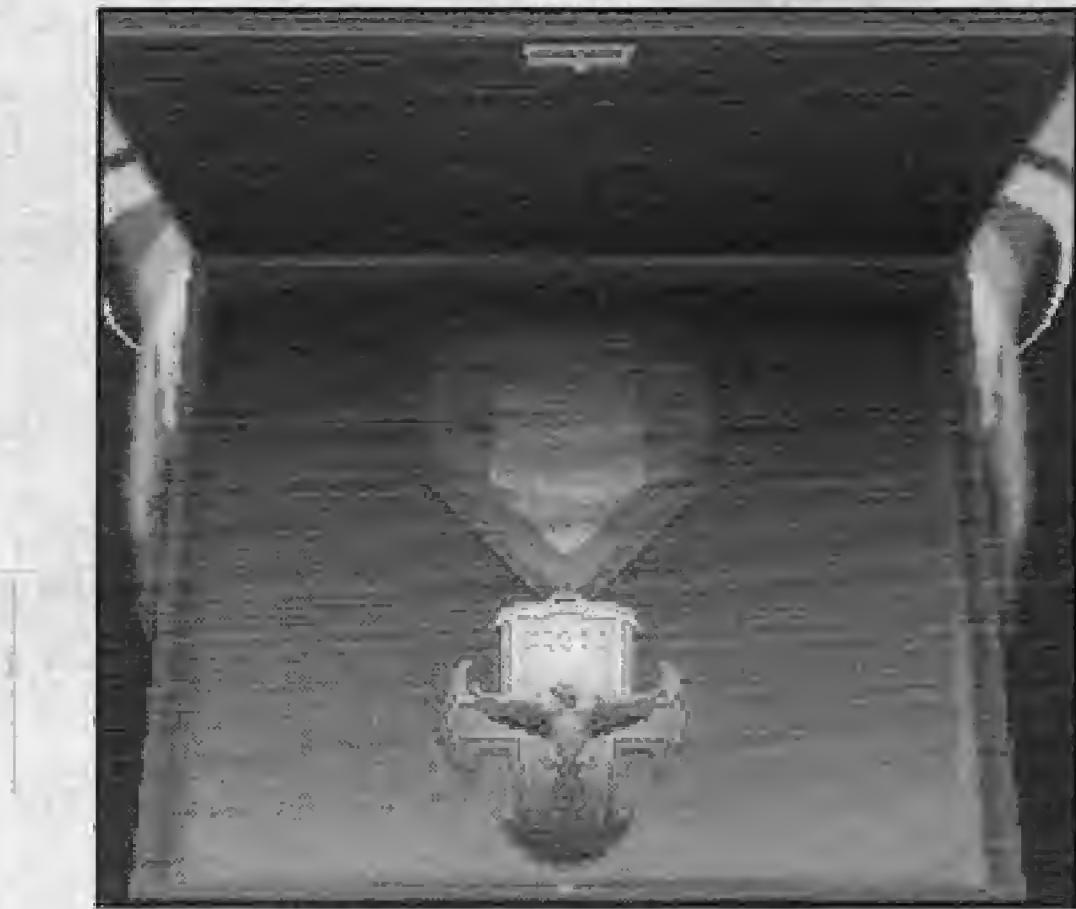
Combat Awards (Tour of Duty)

These awards are given to those distinguished pilots who complete a tour of duty. In addition, each TOD mission completed earns the pilot a "mission completion" ribbon.



Combat Awards

1. Insignia of Rank	5. The Corellian Cross
2. Flight Badges	6. The Star of Alderaan
3. Battle Patches	7. TOD Mission Ribbons
4. The Mantooine Medallion	8. The Kalidor Crescent

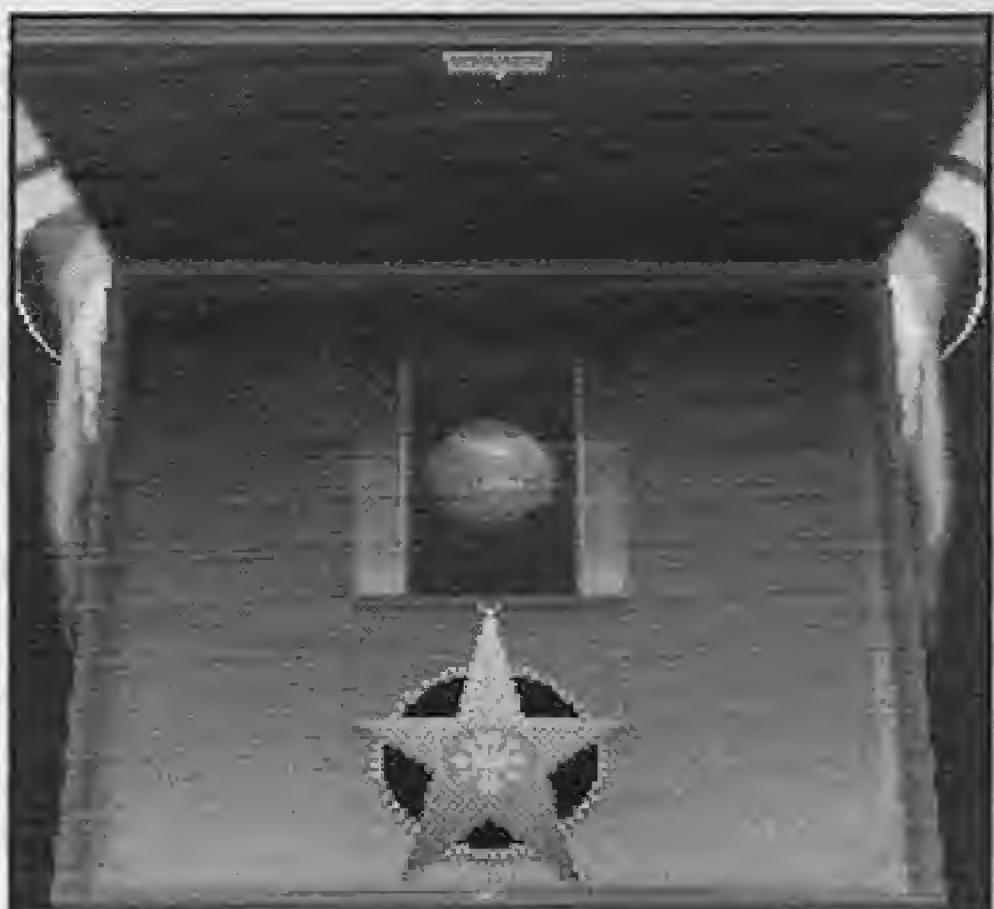
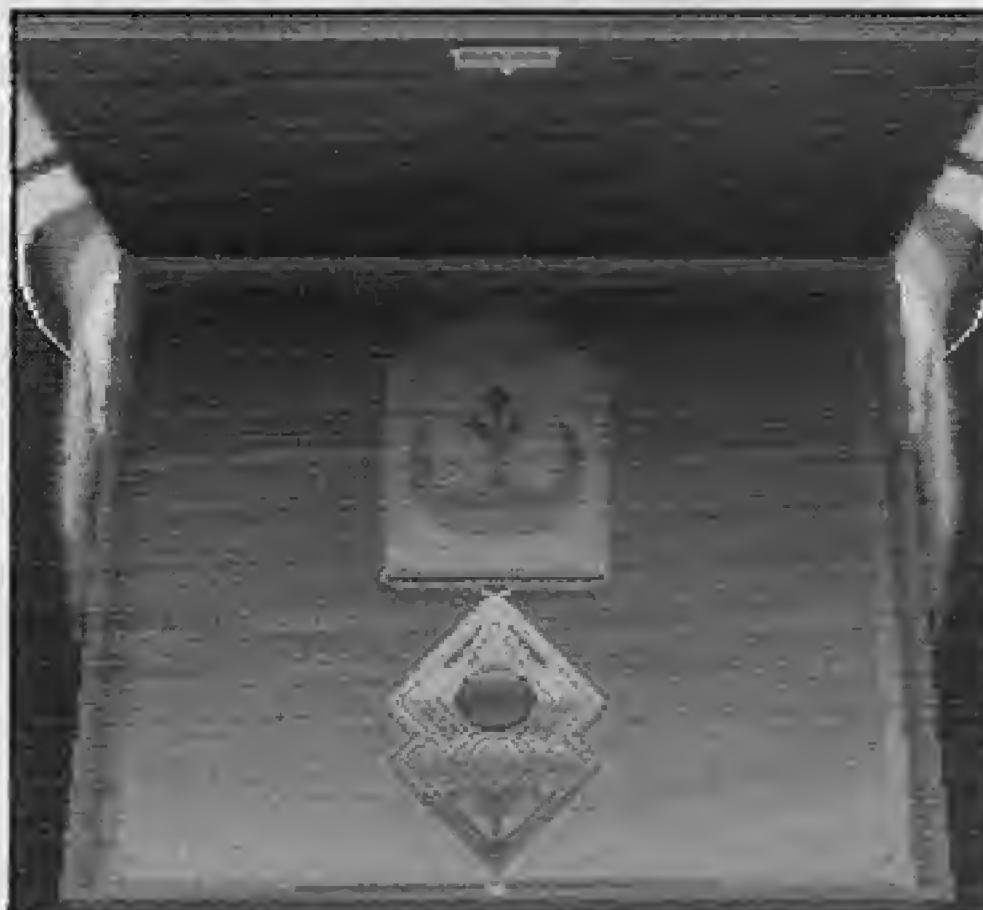


First Tour: The Corellian Cross.

This award commemorates the signing of the Corellian Treaty which marks the effective birth of the Alliance. By unifying three independent resistance groups under this treaty, our leader, Mon Mothma, forged the initial structure of the Alliance and set in motion the downfall of the Emperor.

Second Tour: The Mantooine Medallion.

This award commemorates the courage of the resistance and freedom fighters on the planet Mantooine whose bold attack on an Imperial outpost set an example for many other resistance groups. Their subsequent decimation at the hands of the Empire was instrumental in convincing other resistance leaders to pool their forces and join the Alliance.



Third Tour: The Star of Alderaan.

This award commemorates the role played by the peace-loving planet Alderaan and its leader, Bail Organa, in creating the structure of our Rebel Alliance. Even when still a senator, Organa risked his life to plot rebellion with Mon Mothma. His contribution cannot be overemphasized. Neither can the example set by the once warlike citizens of Alderaan who have rebuilt their society based on peace and equality of all races.

The Kalidor Crescent

Named for the famed winged predator from the planet Davnar, this award commemorates the unparalleled grace and power of the Kalidor. No more perfect flying creature has been found throughout the galaxy. Its spectacular aerial maneuvers and unerring accuracy symbolize our aspirations as starfighter pilots.

The Kalidor Crescent is awarded to pilots for heroic and extraordinary achievements during their Tours of Duty. It rewards exceptional feats of bravery and skill and is the most prestigious award given to pilots in the Rebel Alliance. Wearers of this medal are looked upon with great respect and are universally granted celebrity status among their peers. There are five upgraded classes of this medal for those who continue to distinguish themselves beyond the call of duty.

**Kalidor Crescent Upgraded Awards**

- **Bronze Cluster**
- **Silver Talons**
- **Silver Scimitar**
- **Golden Wings**
- **Diamond Eyes**

No one to date has earned the Diamond Eyes. Will you be first?

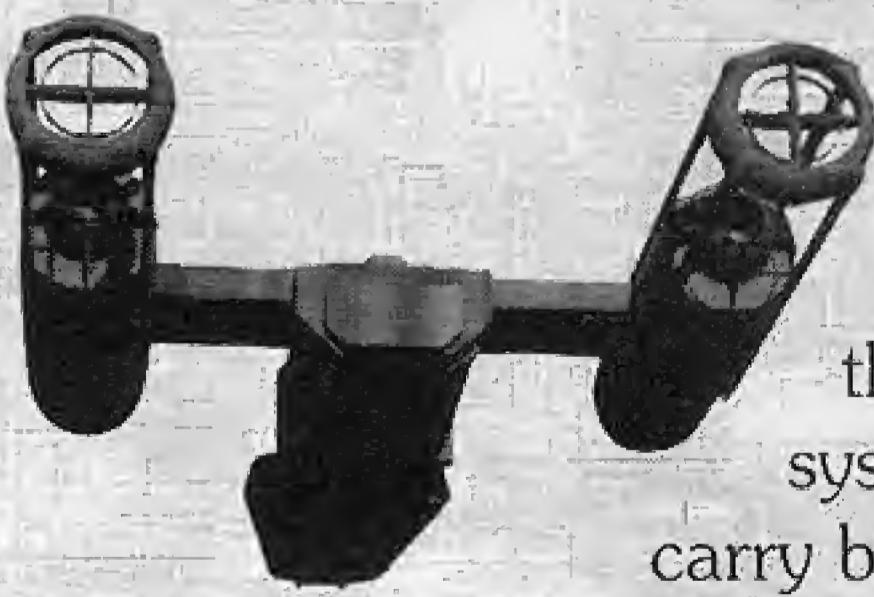
Starfighter Systems and Basic Tactics



This section will not make a starfighter pilot out of you. However it will help familiarize you with the basic systems common to all Alliance starfighters and how to use them. Read this section carefully before reporting to your first assignment. You will not be allowed into the simulators until you have demonstrated a thorough knowledge of these systems.

Introduction

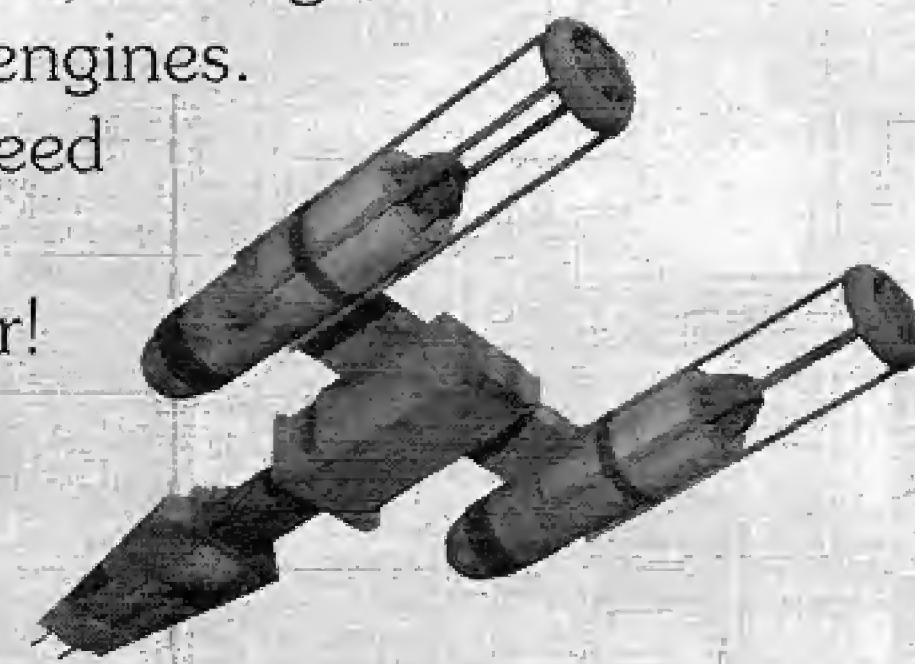
Modern starfighters are, kilo for kilo, the most powerful and the most destructive weapons platforms ever developed. When you take the controls of a starfighter, you must master power, speed, and maneuverability unlike anything you've experienced before. Those of you who have flown the T-16 Skyhopper at high speeds will have some advantages as the controls are similar on some of our models, but that is all. Flying a T-16 cannot prepare you for the sheer thrust and momentum you will have to contend with. You will learn a new language, a new way of thinking. Or you will soon be dead. Pay attention to your instructors. The information they pass on to you may be your only hope of survival.



Power Systems

A starfighter's main generator system provides the necessary energy to drive the forward propulsion engines, the flight control thruster jets, the deflector shields, the onboard computer systems, and the weapon systems. Some starfighters carry backup generators, but these will only maintain life support and other systems at reduced power. A pilot must

choose the proper mix of power distribution. For instance, power can be diverted from the engines to maximize shield strength or to increase power to the weapon systems. However, such a decision results in slower speed and reduced performance. On the other hand, in a tight spot a pilot may choose to divert all power to the engines. This often results in a turbo effect which boosts speed beyond ordinary limits. However, shields are minimized, and remember, you can't outrun a laser!



Flight Control

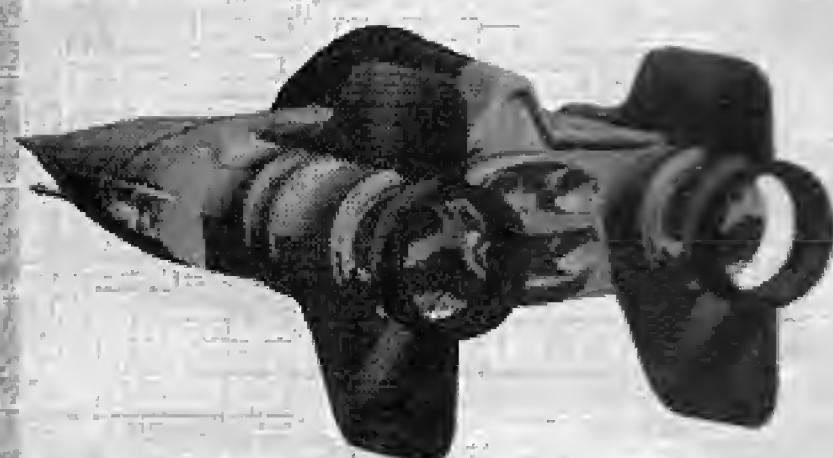
In addition to the main propulsion engines that provide the starfighter's forward thrust, there are a number of small thruster jets that are linked to provide fluid and versatile maneuvering in space or in atmospheric flight. There are three main systems of flight control:

- 1) The repulsorlift generators are used when docking or during planetside takeoffs or landings. However, when operating from large starships and their crowded hangar bays, tractor beams generally move small ships (including starfighters) until they are clear of the launch area. Once a starfighter is safely out in space, the pilot regains complete control of his or her spacecraft.
- 2) In most other circumstances maneuvering is controlled by the main thruster jets by means of the cockpit controls. These controls are linked through your nav computer or onboard R2 unit to provide automatic synchronization of directional thrust and stabilizer jets. The result is a smooth turning radius. There are manual overrides, but these are only used if all other systems break down.

Starfighter controls operate very much like the controls of aircraft in atmospheric flight. In part, this is because the X-wing and other starfighters are designed for planetary surface flight, and the designers wanted the flight controls in both environments to be similar. Also,

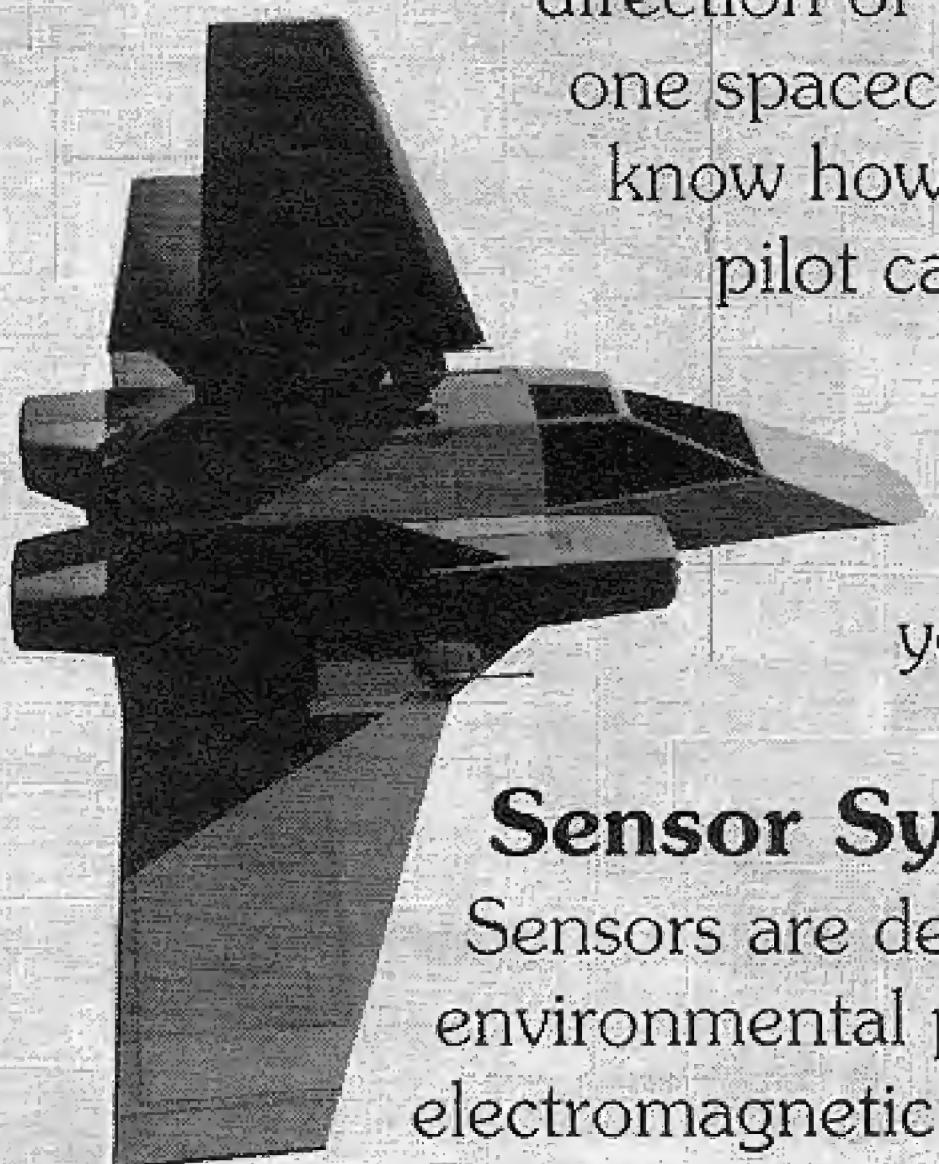
because the early designers and pilots were experienced in atmospheric craft, their concepts and designs carried over.

In a starfighter, pulling back or pushing forward on the flight stick pitches the nose of the 'fighter up and down, while moving back and forth causes the craft to turn. Technically



this is accomplished by the flight control system which translates the stick movements into a carefully coordinated series of bursts from the thruster control jets mounted in the wings and fuselage of the spacecraft.

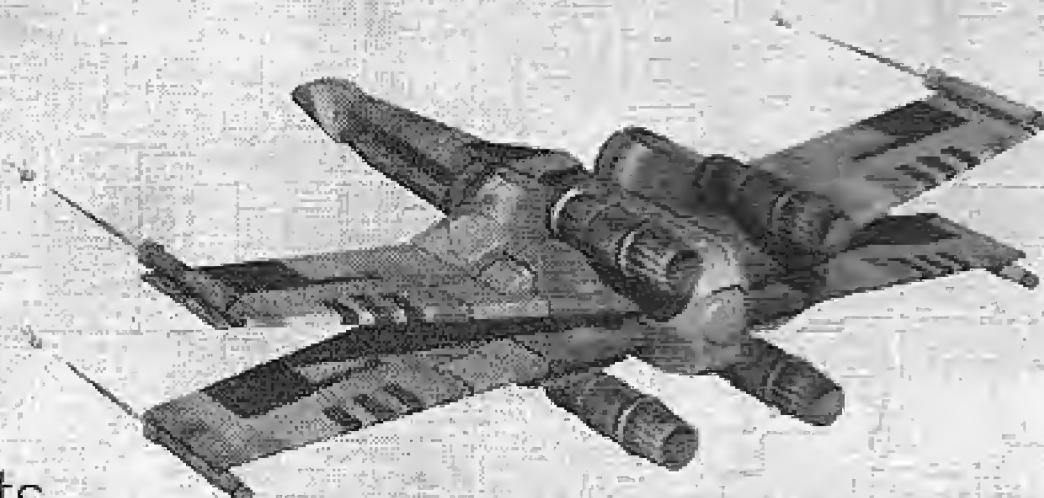
- 3) The third control system involves the axial roll thruster jets which temporarily override the main thruster control jets and allow a pilot to change the attitude of a starfighter without changing its direction of movement. Axial roll is often needed to orient one spacecraft to another. It is also very important to know how to adjust your axial roll in combat. Often a pilot can turn a potential disaster into a victory by simply rolling to a new attitude and then using main thrusters to come around on an enemy craft. Only practice will teach you this skill.



Sensor Systems

Sensors are devices whose purpose is to detect and analyze environmental phenomena. These may include light, sound, electromagnetic disturbances, motion and vibration, gravitational fluctuations, heat, pressure, trace chemicals, nuclear and magnetic fields, and even other sensors. Technically, anything that allows you to perceive more of what's going on around you could be considered a sensor—even a pair of field glasses! However, when we refer to sensors in starfighters, we are referring to specific, complex arrays of highly sophisticated data gathering and analysis devices that work in conjunction with your onboard computer systems.

The most powerful sensors are too large to be carried aboard a starfighter, but a highly compact array of complex equipment is provided on Alliance starfighters, primarily to detect and analyze a variety of transmissions and fluctuations in the space around the craft. Fortunately, this information is analyzed and interpreted by your onboard computer or R2 unit—the results then projected in readable form in the cockpit. On older starfighter models, you may still encounter somewhat glitchy cockpit CRT displays, but the newer models feature the revolutionary new IN-344-B "Sightline" holographic heads-up display recently developed by Incom engineers.



Starfighter sensors fall into two general categories:

1) Long Range Sensors are grouped into a single unit called the Phased Tachyon Detection Array.

- Monitors craft/object locations.
- Monitors craft/object type or identification (limited at long range). Normal commercial traffic transmits ID codes on normal comm channels. Military craft suppress this transmission, but friendly craft transmit special codes on secure channels. Our sensors can usually identify friendly craft as well as enemy military vehicles and ordinary commercial spacecraft. Some readouts feature a color coding system to identify friendly, enemy, neutral, or unidentified craft.

2) Short Range Sensors are grouped into the Primary Threat Analysis Grid.

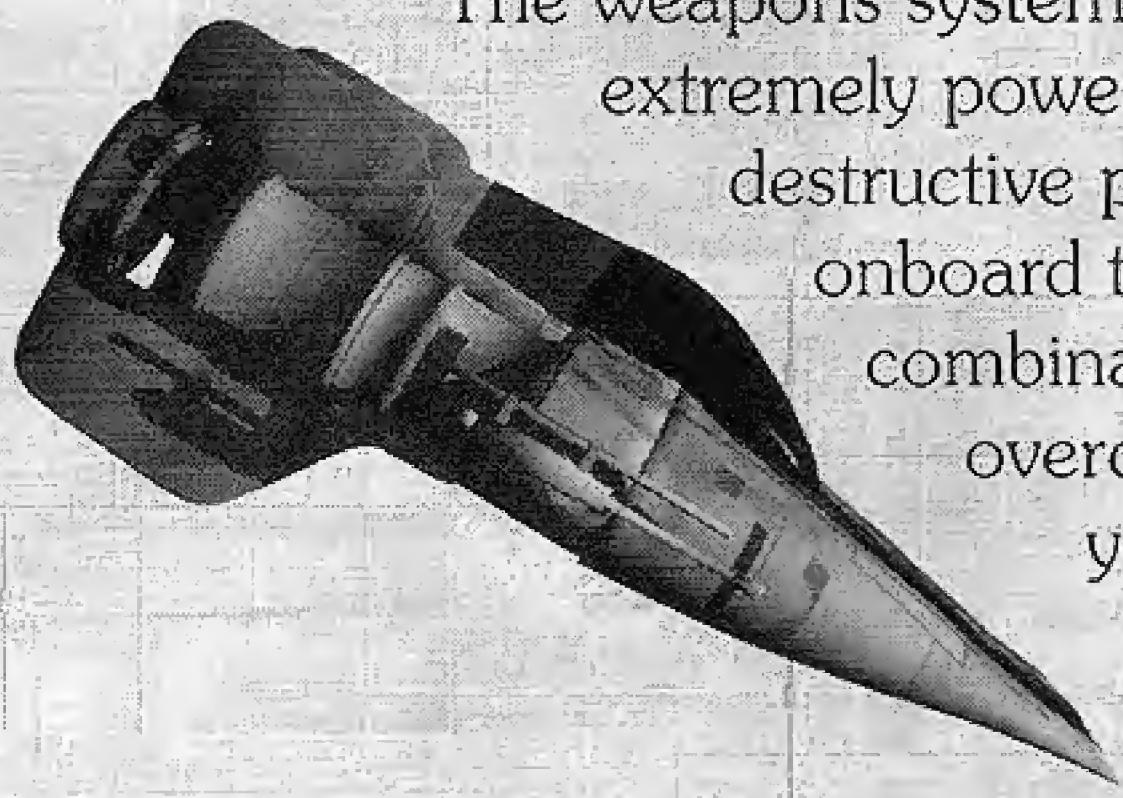
- Monitors craft flight characteristics and telemetry information used by the weapon tracking computer for laser targeting and missile locking. The sensors work together with the targeting computer to calculate trajectories of warhead flight paths.
- Monitors enemy craft threat status, providing warning if an enemy is using targeting computers to track and/or lock onto your craft.
- Limited analysis of cargo and/or life forms aboard another craft.

Sensor Identification Chart

Red	= Enemy Craft/Unknown
Green	= Friendly Craft
Blue	= Neutral Craft
Yellow	= Missiles
White	= Satellites, Mines, etc.

Your sensor readouts are your eyes in space. You must check your sensor readouts frequently. Don't ever forget this. The pilot who sees his enemy first is usually the pilot who survives. Most starfighters carry standard all-directional long-range and short-range sensor units. Forward and aft readouts show all nearby activity unless another ship is jamming the sensors. You must memorize the color chart. Know your position. Know your enemy's position. Be first. Be last.

Weapons



The weapons systems aboard an Alliance starfighter are extremely powerful. No doubt you'll be impressed with their destructive potential. When used in conjunction with the onboard targeting computer, they make a lethal combination. But just so you won't grow overconfident, remember that you may find yourself up against Imperial star ships with hundreds of times the power of your tiny craft. Learn to use your weapons effectively, sparingly, and accurately.

There are two classes of weapons:

1) Line of sight energy weapons and particle beams.

- **Laser cannons** are the most common starfighter weapons. Their highly focused bursts of energy can inflict great damage. They are fired at very high velocity on a straight path. Laser cannons may be fired in rapid bursts, though a small delay is required to cool the laser beam focusing barrel. This weapon is powered by the ship's main power generator. Continuous firing will drain the laser power cells and your weapons may take some time to recharge. Your laser cannon can be fired singly or fire-linked for maximum spread and power. However, recharge times are greater when weapons are fire-linked. Adjusting more power to the weapon systems will reduce recharging time, but at the cost of either shields or engines, or both.
- **Ion cannons** are specialized weapons requiring a larger power plant than do laser cannons. Ion cannons shoot bursts of high-energy ionized particles which do not destroy enemy craft, but disable the electronics and machinery of the target. Ion cannons are useful for missions in which boarding an enemy craft, or capturing it intact, are required. Ion cannons require even more energy than laser cannons, and consequently can drain the power cells even more quickly and may need longer to recharge. Like laser cannons, ion cannons can be fire-linked for more concentrated power. They are rarely fired singly, however. Most often your ion cannons will be linked in pairs.

2) Warhead-carrying homing projectiles.

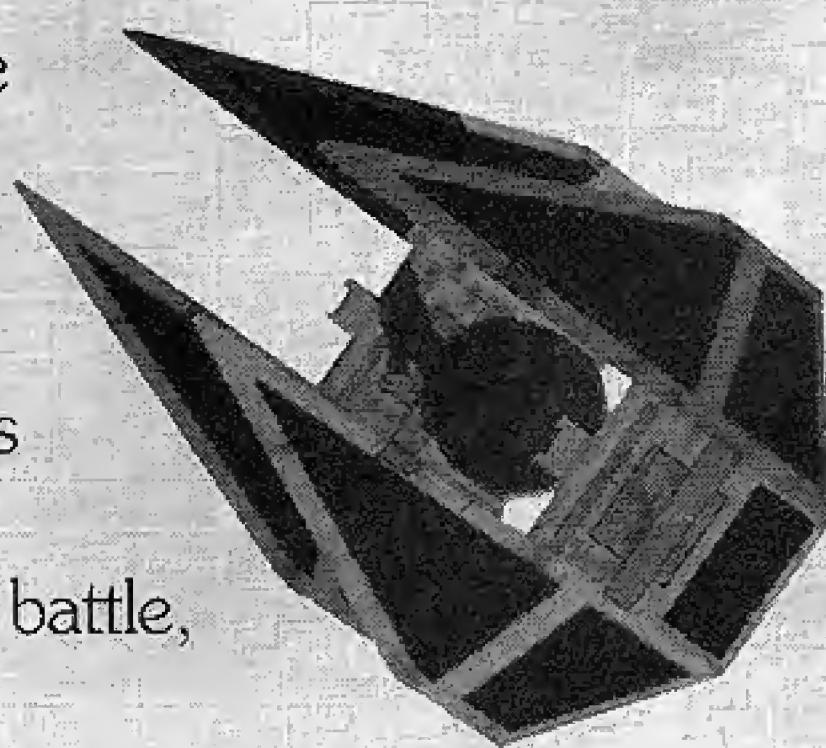
- **Concussion missiles** are incredibly fast homing projectiles that carry a small warhead. Though not very powerful, they pack enough power to destroy a starfighter and damage a medium craft. Their onboard electronic guidance systems are sophisticated enough to track and home in on even the most evasive target, once the targeting lock has been achieved.
- **Proton torpedoes** are slower-moving and much larger than concussion missiles. They also carry a much more destructive payload. Because they are slower and carry less sophisticated guidance systems, they are usually most effective against ground targets or larger, slower ships.

Targeting Systems

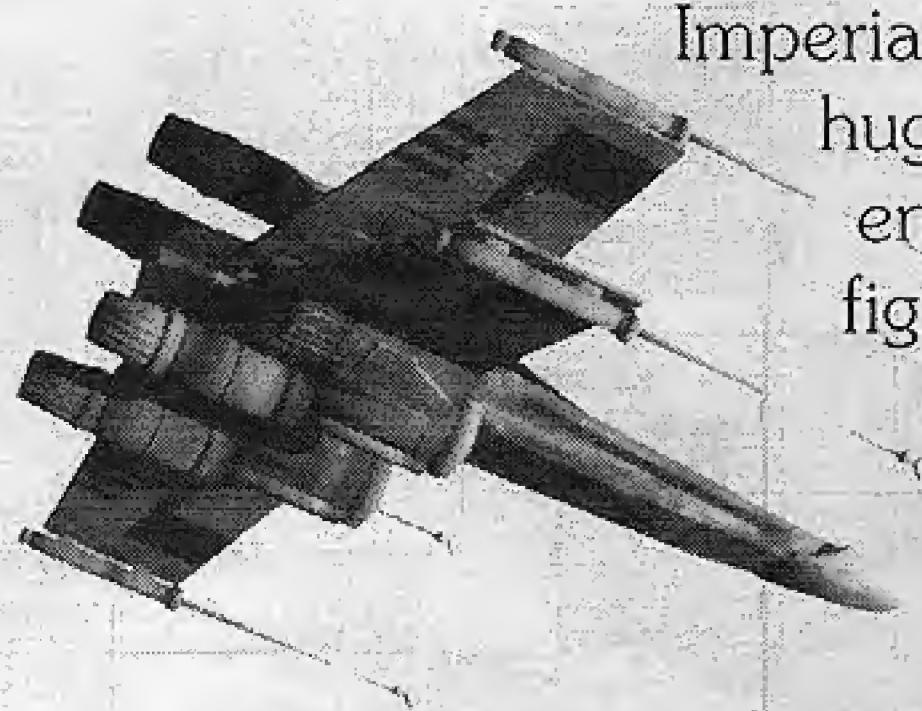
In older starfighter models, pilots were required to target their main cannons by eye with the help of a crude sight. Recent innovations in target acquisition have culminated in the development of the Fabritech ANs-5d "lock track" targeting system. This new system allows our pilots to lock onto one or more targets. It illuminates the target and then "lights up" the gunsight when the correct firing angle is achieved. With the exception of a few "old guard" veterans, our pilots universally praise this new targeting system. However, we do recommend that new pilots spend some of their simulator time with the system turned off. In real combat, you may have only a split second to get a shot off. Developing good deflection shooting instincts can spell the difference between a clean shot and a clean miss.

Your spacecraft may be armed with either proton torpedoes or concussion missiles. A positive lock is required before firing, and you will use your targeting system to determine when to fire. The longer you can keep your target centered in your sights, the more effectively the computer can plot an intercepting path.

After the targeting computer has locked onto the target, it downloads the appropriate electronic emissions signature to the warhead's onboard homing systems. Once the telemetry has been completed, your targeting computer will flash a green lock signal and you may fire as long as the lock remains on. Once fired, the missile or torpedo will follow the electronic signature of its target. In battle, you won't get many chances. So make them count.



Defense Systems



Imperial starfighter pilots are expendable. They fly in huge wings of TIE fighters and overwhelm their enemies with sheer numbers. However, the TIE fighter is vulnerable and one clean hit will destroy it.

The Alliance takes a different view. Each of our pilots is important to us. For this reason, each of our starfighters is armored and shielded. We do everything we can to get you back alive.

There are two kinds of shields—particle and ray/energy—and both are required to protect your spacecraft. Particle shields protect against missiles and other physical objects such as small meteorites. Ray/energy shields protect against lasers and other energy beams and require more energy output than do particle shields.

There is very little you can do about the armored hull of your starfighter, but shields are very much your responsibility. You may increase or decrease power to shields as well as adjust them to forward, aft, or overall coverage. Shield direction can be adjusted almost instantly, and there will be times when you will need to protect your ship from heavy front or rear attacks. Remember, rotating shields forward provides double protection from the front, but leaves the rear of the craft unshielded. You must know where the enemy is at all times.

Shields become depleted after repeated hits, but will recharge if given time. In an emergency, you may apply more energy to the shields. This will reduce the time needed to fully recharge them, however engine performance and weapon recharging rates will suffer.

Navigation

The hyperdrive is one of those scientific miracles that only a few claim to understand, but it has become the mainstay of galactic commerce and transportation. Each point in real space has its equivalent point in

hyperspace, and this point's location relative to a real space location can be calculated. Using powerful and efficient fusion generators, the hyperdrive engine hurls a spacecraft into hyperspace to a location calculated by the astrogation computers.



All navigation aboard a starfighter is handled by the on-board nav computer or the socketed R2 unit. Astronavigation is impossible without powerful

computing capabilities, and even with an R2 or an advanced nav computer, most systems are put on minimum power while hyperspace calculations are made. Although hyperspace jumping is one way to escape a losing contest, remember that your targeting computer system will be inoperative while astrocalculation is taking place.

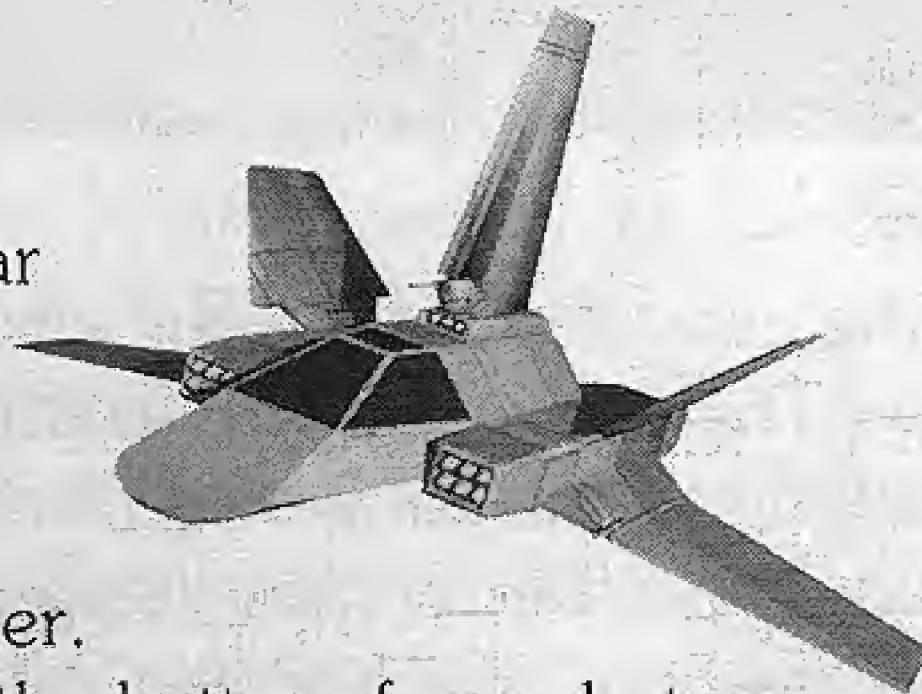
Damage Control Systems

Your system readout will contain a holo image of your ship. During battle, you should check frequently for damage, especially if your shields have been depleted. Fortunately our starfighters are extremely durable, and those with R2 units on board are particularly fortunate as the R2 can effect immediate repairs, reroute systems to keep them functioning, and warn you of imminent failures and other dangers.

Communication

Each starfighter is connected by subspace transmission to the rest of its group. You will hear a lot of crosstalk during operations. Learn to filter out the transmissions that are intended for you, and otherwise keep your mouth buttoned. There is no room in combat for extraneous chatter.

We know your enthusiasm may occasionally get the better of you, but remember, while you are talking, you aren't listening. And if you don't listen, you may miss a message that could save your life!

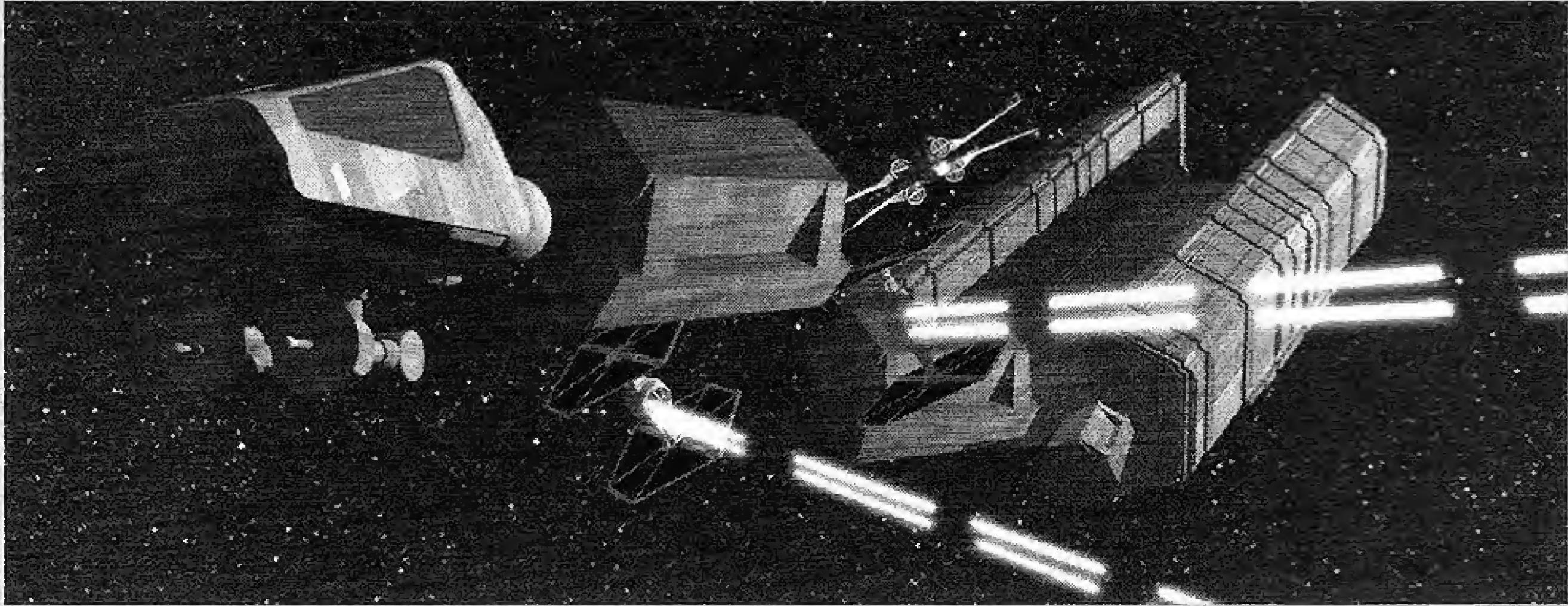


Life Support

Alliance starfighters are equipped with full life support systems, which eliminates the need for cumbersome space suits. The cockpits of our starfighters are kept comfortable by a combination of compressors, temperature regulators, and special atmospheric scrubbing units which can be adapted for beings of various races. In addition, our starfighters are equipped with Guidenhauser ejection seats which include a limited oxygen supply, wrap-around ceramic armor, and a deployable para-foil for atmospheric ejections. Ejection seats can provide almost instantaneous escape from a doomed starfighter, but the pilot's probability of survival in space is not high unless help is immediately available. In atmospheric ejections, survival odds increase greatly.

Historical Simulator

Rescue at Mon Calamari



In the early days of the Rebellion, there was no fleet of ships such as we have now. There were only a handful of dedicated people nursing a pitiful few starfighters and converted freighters. We desperately needed the help of a major space-faring race. One such race, the Calamarians, were still neutral. They had not yet seen that the Empire intended their destruction. They were not yet aware of the Empire's appetite for evil.

When Imperial forces arrived at Mon Calamari, they found a peaceful world and a cooperative population. To the Empire, peaceful meant stupid and cooperative meant ripe for plucking. The Imperials took full advantage, exploiting Mon Calamari's industries and taking the Calamarians as slaves.

The leaders of the Rebellion had been interested in the beings of Mon Calamari for some time, and they became aware of the Imperial atrocities perhaps before most of the Calamarians themselves. Imperial convoys were starting to load huge bulk freighters with slaves. These freighters were never designed to carry life forms, and the conditions within the freighters were brutal, overcrowded, and demeaning. When the Rebel leaders learned of this, they saw their opportunity to help the Calamarians and, at the same time, hopefully secure their cooperation against the Empire.

The Rescue

A group of Bulk Freighters—some carrying Mon Calamari slaves, others carrying war materiel for the Empire—were scheduled to rendezvous in the

Mon Calamari system, awaiting the arrival of a Star Destroyer. The Bulk Freighters were protected by a great horde of TIE fighters while Space Tugs hauled Space Containers among the Freighters. Intelligence of this rendezvous reached the leaders of the Rebellion, and they planned a strike mission to intercept and retrieve the containers and rescue the Calamarians.

The mission required that X-wings and Y-wings hyperspace into the area. While the Y-wings disabled the Bulk Freighters to prevent their escaping, the X-wings were to engage the TIE fighters and prevent them from interfering with the Y-wings. Once the situation was controlled, an Alliance Bulk Freighter would hyperspace into the area to retrieve the captured containers, all before the Star Destroyer arrived. During the mission, one particularly daring X-wing pilot played an important role. *In the simulator, you will reenact his exploits.*

The X-wings and Y-wings hyperspaced in as planned and immediately the Y-wings began disabling the Freighters. The TIE fighters, not expecting any trouble, were slightly out of position, so at first the X-wings were able to keep them away from the battle with the Freighters.

Eventually, the TIE fighters were simply too numerous to be contained completely. Although the X-wing pilots destroyed or disabled many, they were outnumbered almost three to one. Eventually several flights of TIE fighters disengaged and headed for the Freighters. Instead of attacking the Y-wings, however, they focused their attack on the containers themselves. Typically, they would rather massacre thousands of innocent beings than let them fall into the hands of the enemy!

Halley Kadorto followed the TIE fighters as they headed toward the first of the helpless containers. Though he called to his squadron for help, all the other pilots were engaged. Kadorto was forced to work alone. His skill and superior shooting completely routed the TIE fighters, sending those who survived scurrying back among their remaining cohorts. For his efforts, Halley Kadorto received the Kalidor Crescent.

Ultimately, the rest of the TIEs were routed and the operation was carried off as planned. The grateful Calamarians recognized the friendship of the Rebels, and began almost immediately providing them with ships. Today the most powerful spacecraft in the Alliance fleet are provided by the Mon Calamari, who remain among our staunchest allies.

You must take the role of Halley Kadorto, engaging the TIE fighters in a life or death struggle. You will be at the controls of a . . .



... Keyan was studying the historical missions for the third time when he felt the presence of someone watching him. He was about to look behind him when the being spoke.

"Excuse me. Are you busy?"

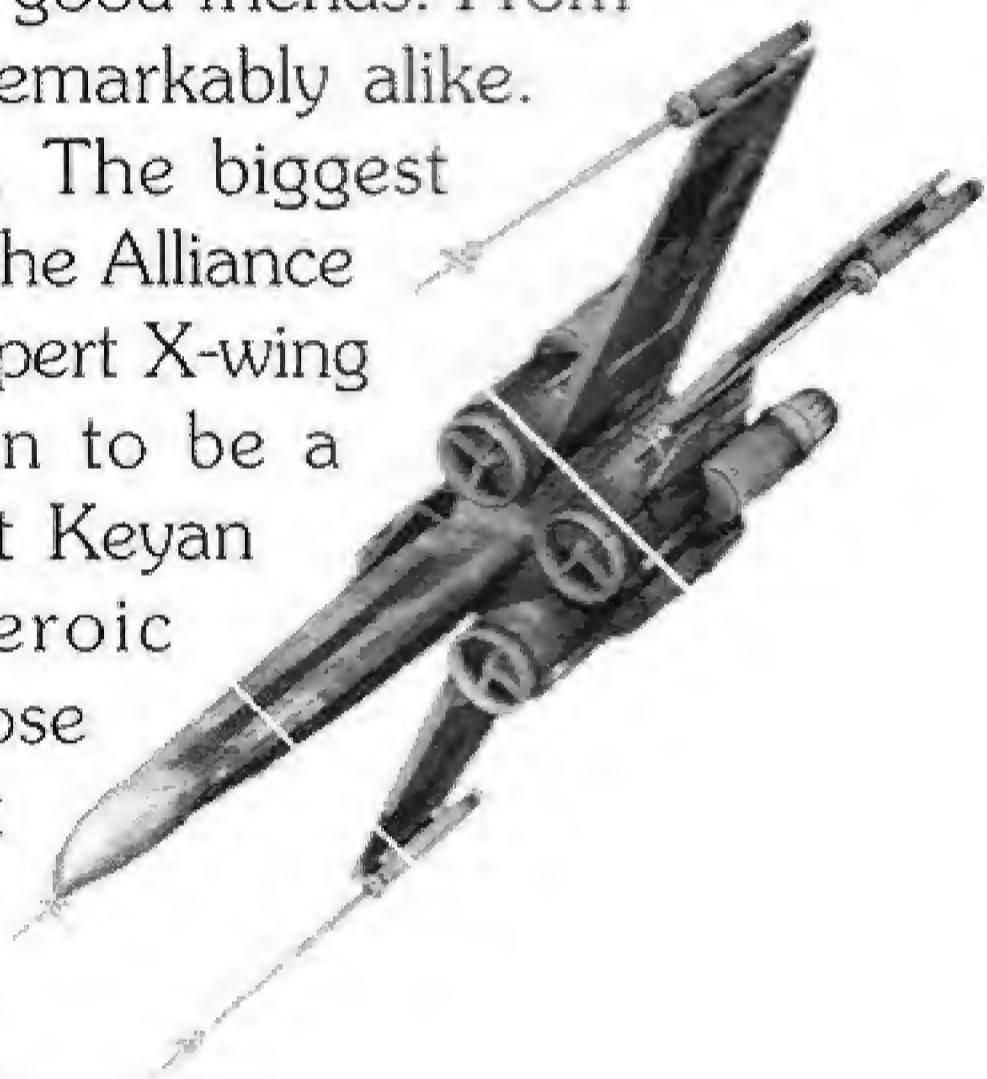
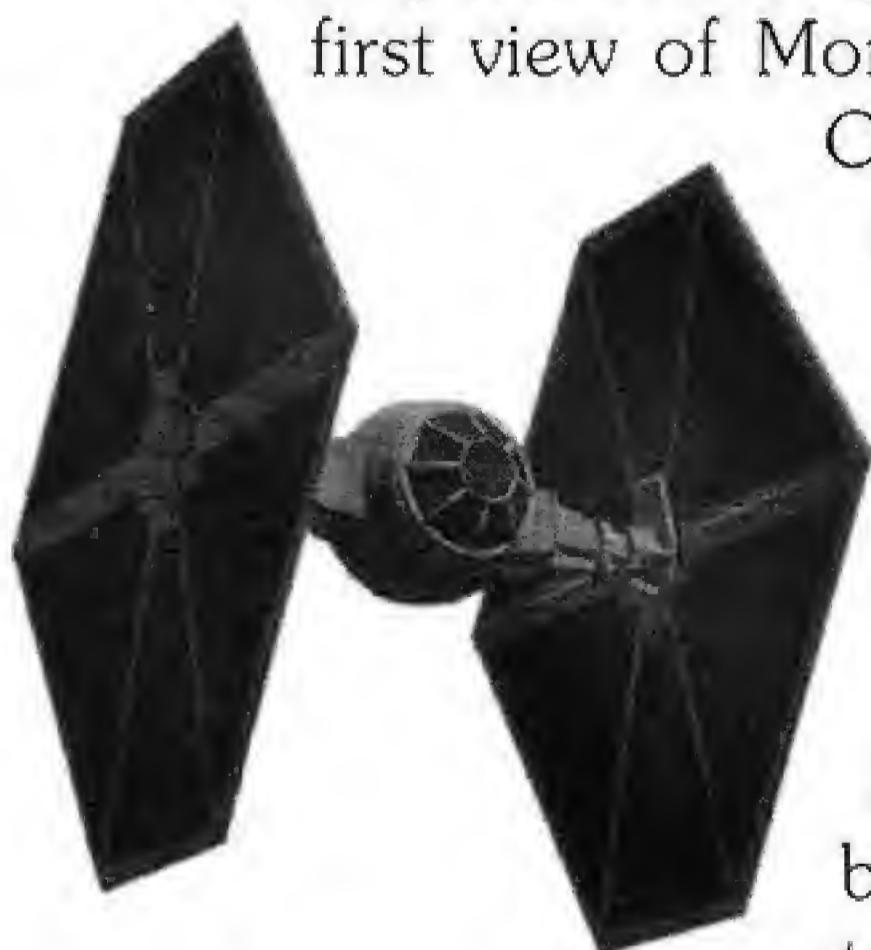
Keyan whirled to face the speaker and discovered a young man—human and by his appearance, only a few years older than Keyan himself. The man wore a Rebel uniform with a Lieutenant's insignia, but something in his manner contradicted his superior rank. His dark blonde hair was shaggy, as if he hadn't had a haircut in several months, and his uniform was unbuttoned at the collar. The man leaned against the entry to Keyan's cubicle, smiling as he in turn studied Keyan. After a moment, he spoke again. "Some of the crew around here call me Lieutenant Blastwell. But you can call me Hamo. I thought you might like to get a bite to eat."

That was two days ago. Now he and Hamo had become good friends. From similar outpost worlds, their personal histories were remarkably alike. Almost from the beginning, Keyan had liked Hamo. The biggest difference between them was that Hamo had been with the Alliance for nearly a year now, and he was a wing leader and expert X-wing pilot. It was with Hamo that Keyan hoped to learn to be a starfighter ace. For the past two days Hamo had kept Keyan spellbound with his stories of space battles—heroic maneuvers, triumphs, tragedies, near misses, and close calls. He had also helped Keyan through his first simulator trials, preparing him for the "Maze."

Now they stood near one of the open viewports in the upper decks and enjoyed their first view of Mon Calamari, home base of the

Calamarian Star Fleet. The ship had come out of hyperspace and was approaching the water world at sub-light speed.

Earlier, a fast shuttle had approached the ship, arriving almost as soon as they had left hyperspace. Keyan had caught a quick glimpse of it before it disappeared, moving gracefully toward the airlock in the ship's belly. But Keyan had already forgotten the shuttle craft. Once they established orbit, Keyan knew his real training would begin. He couldn't wait to get behind the controls of a starfighter and at least make it through the "Maze."



Elsewhere in the ship, in a secure meeting room, four people were deep in conference--Mon Mothma, Admiral Ackbar, General Dodonna, and General Madine. Madine was speaking.

"Our intelligence tells us that an Imperial transport vessel, probably a Corellian Corvette, will be en route to Celanon City in two weeks. It will make one stop near Turkana in the Hadar Sector. My informant believes it will have some very important information on board." The General paused a moment. "Or it may be an important passenger. We're really not sure. But elaborate precautions are being taken to make this transport seem unimportant. It will be traveling without a substantial escort, hoping to avoid attention. It is also supposed to be carrying a skeleton crew. We feel that this is an opportunity of some significance."

"How so?" asked Admiral Ackbar.

"First, Turkana is a small outpost. There is no major Imperial installation there. We should be able to board this ship. Nobody will be expecting such an attack. Second . . . Well, we know from our informants that Lord Vader is on the move." The general paused nervously a moment, the evil name seeming to stick in his throat as he uttered it. "He may be the passenger aboard this vessel."

The Calamarian turned to Mon Mothma momentarily, then focused his great luminous eyes on the human general. "What do you need to carry out the operation?"

Madine did not hesitate. "I need two squadrons of X-wings, one of Y-wings equipped with ion cannons, and a Nebulon B Frigate to act as a decoy--to lure off any escort the Corvette might have—and one of our 'liberated' Stormtrooper transports, with R2 units on board. Needless to say, I'll need some of our best commandos if it's really Vader."

"We have other operations going on as well. I will try to find the equipment you require. Jan?"

"We can get the starfighters," answered the bearded general in charge of Starfighter Command. "However, we have very few trained pilots. We have had many losses recently."

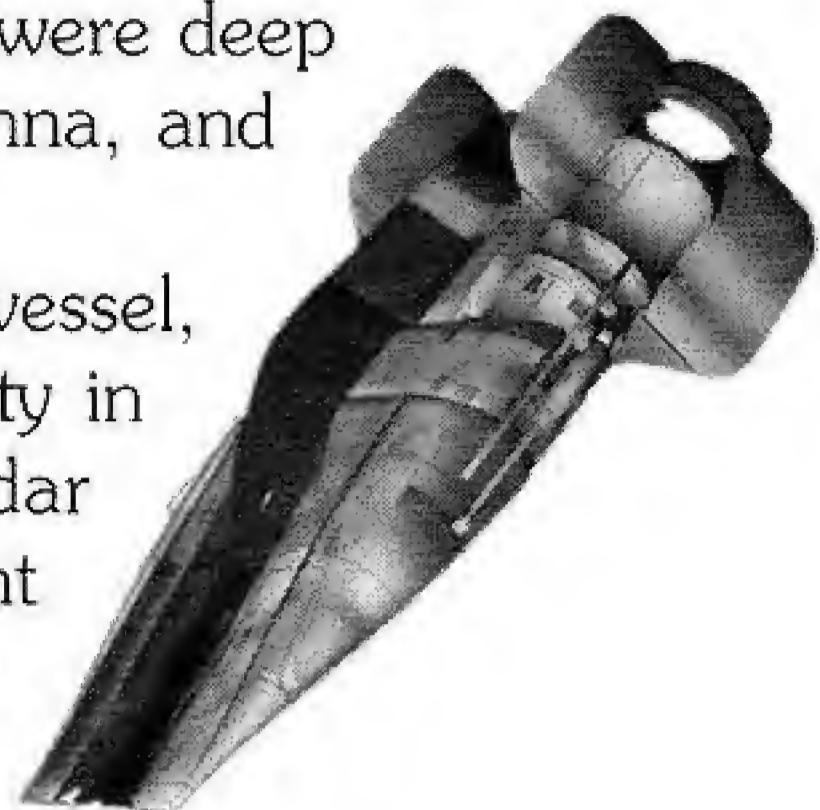
The Calamarian admiral was silent a moment. "Try," was all he said.

"You are convinced this is genuine information?" asked Mon Mothma, directing her question at Madine.

"Our intelligence reveals that something of critical value will be on board. Several of our operatives risked blowing their cover to get the information to us. They would not have done so under ordinary circumstances."

"Then I shall do all I can to help," interrupted Ackbar.

"And I," echoed Dodonna.



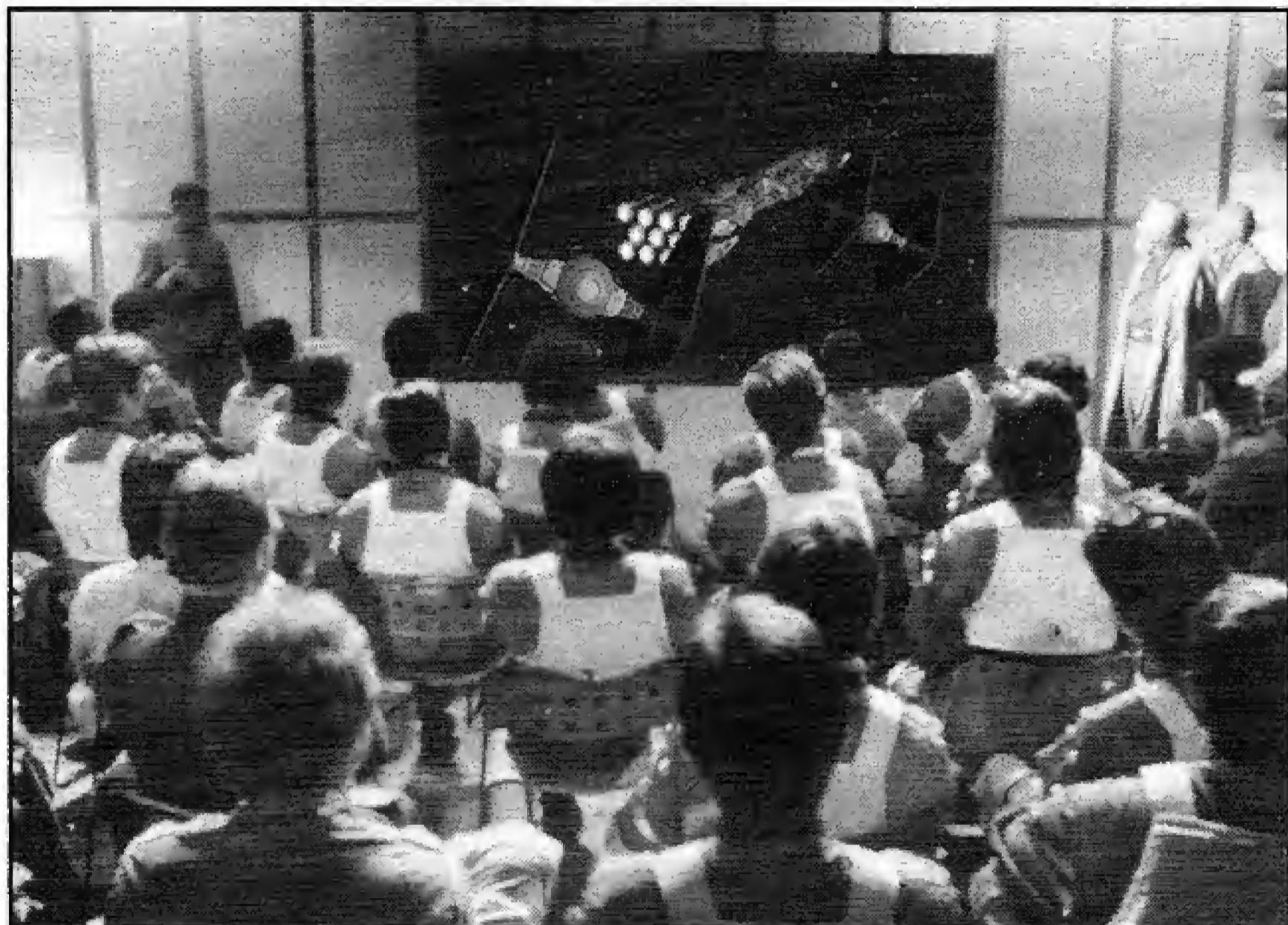
The Mission

Thirteen days had passed, and Keyan was confused. He had been trained quickly, almost too quickly. He wondered at the breakneck pace they had put him through in theory and practice sessions. He was flying the "Maze" and historical simulations almost before he could catch his breath. He had passed with surprising ease. But he was not yet finished with his training.

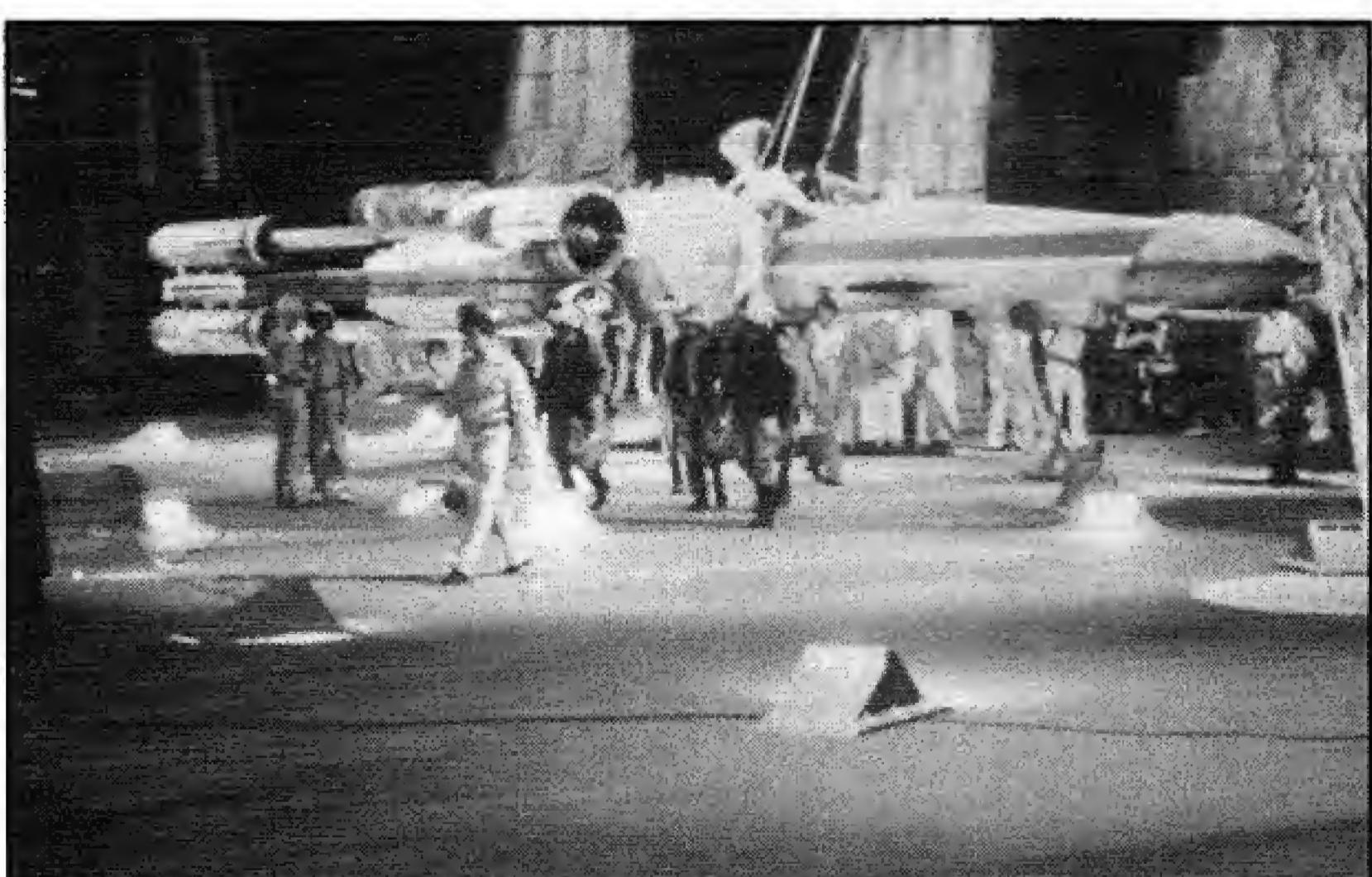
They said he was a natural. That he took to the starfighter like a Wookie to a bowcaster. All Keyan knew is that he felt at home for the first time in his life. Hamo was his flight leader and they drilled every spare moment. Keyan learned to follow Hamo's every move, with or without voice communication. Though he was learning fast, he knew he was far from ready for a real mission. That's why he was so confused.

Because he had been asked to volunteer for a dangerous and important mission.

"The frigate will pop in here." Admiral Ackbar himself was giving the briefing. He pointed to a holo projection of an area in the Hadar sector. A Corellian Corvette filled the lower corner of the projection. A small world was visible in the background. As the Admiral spoke, a Nebulon B frigate



popped into view in the upper quadrant. Within moments, a stream of TIE fighters appeared and headed directly for the frigate. Then a squadron of X-wings appeared behind the TIE fighters, catching them in a crossfire between their guns and the cruiser's. The second X-wing squadron and the Y-wings surrounded the Corvette.



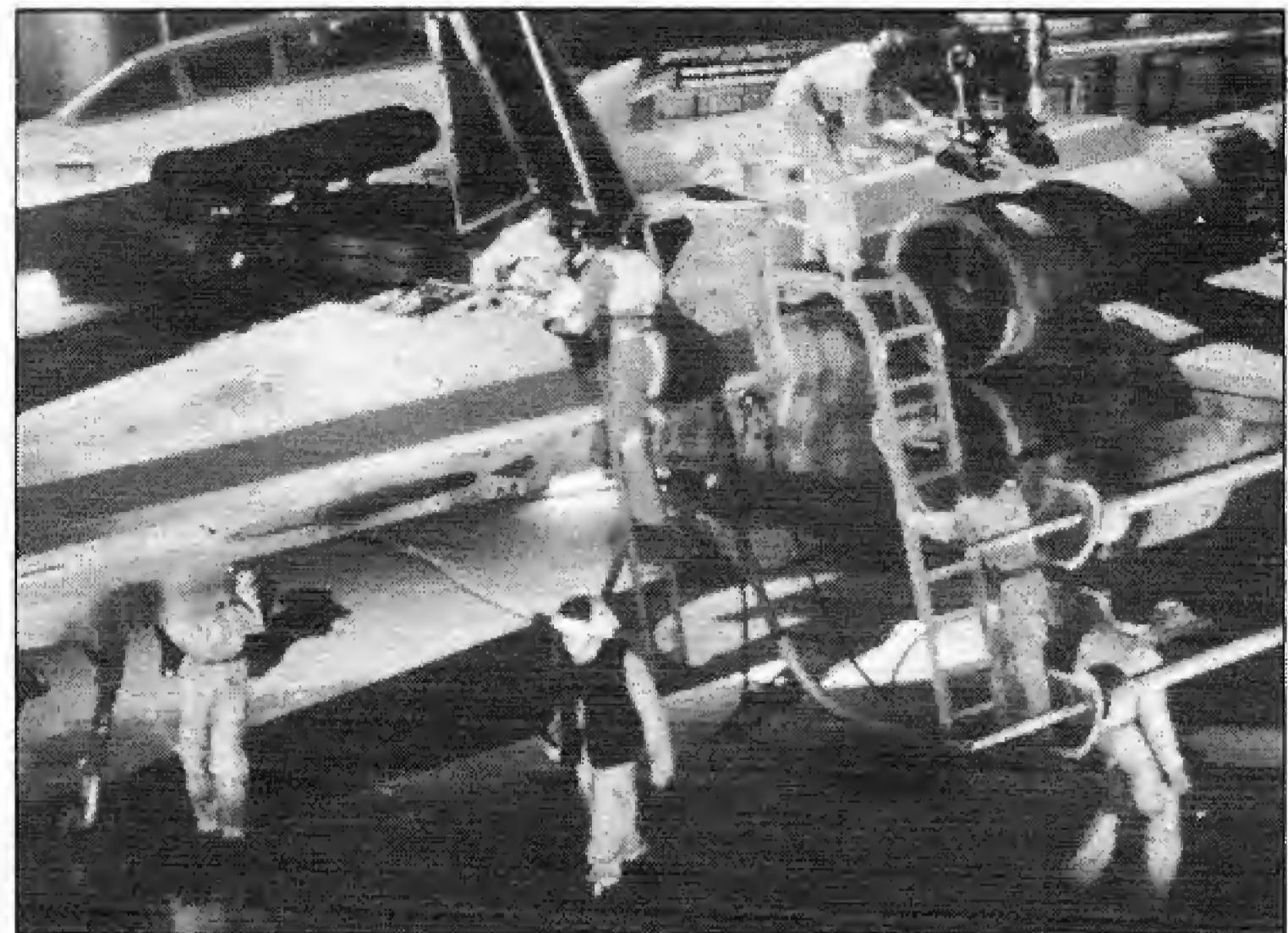
“Blue Squadron will flank the enemy fighters, catching them in a crossfire with the Calamarian light cruiser. Red Squadron will protect the Storm Unit as it attempts to board the Corvette. The Y-wings of Gold Squadron will use their ion cannons to disable the Corvette’s weapons and electicals. If Blue Squadron is successful, there should be limited resistance, but Red Squadron is to protect the Y-wings and the Storm Unit.

“When the Storm Unit successfully boards the Corvette, the commandos will make their way to the captain’s quarters and to the bridge. They will confiscate all available holos and capture any senior ranking officers. In addition, R2 units will scan the transport’s computer system and retrieve anything found there. Are there any questions?”

Captain Charger stood up and asked, “Do we take the transport when we leave, destroy it, or abandon it?”

“Carry out the mission objectives and retreat immediately. We want as few casualties on this mission as possible. And we don’t want any complications. Just hit hard, hit fast, and get out!”

Keyan was part of Red Squadron. He kept asking himself what he was doing here. He kept coming up blank.

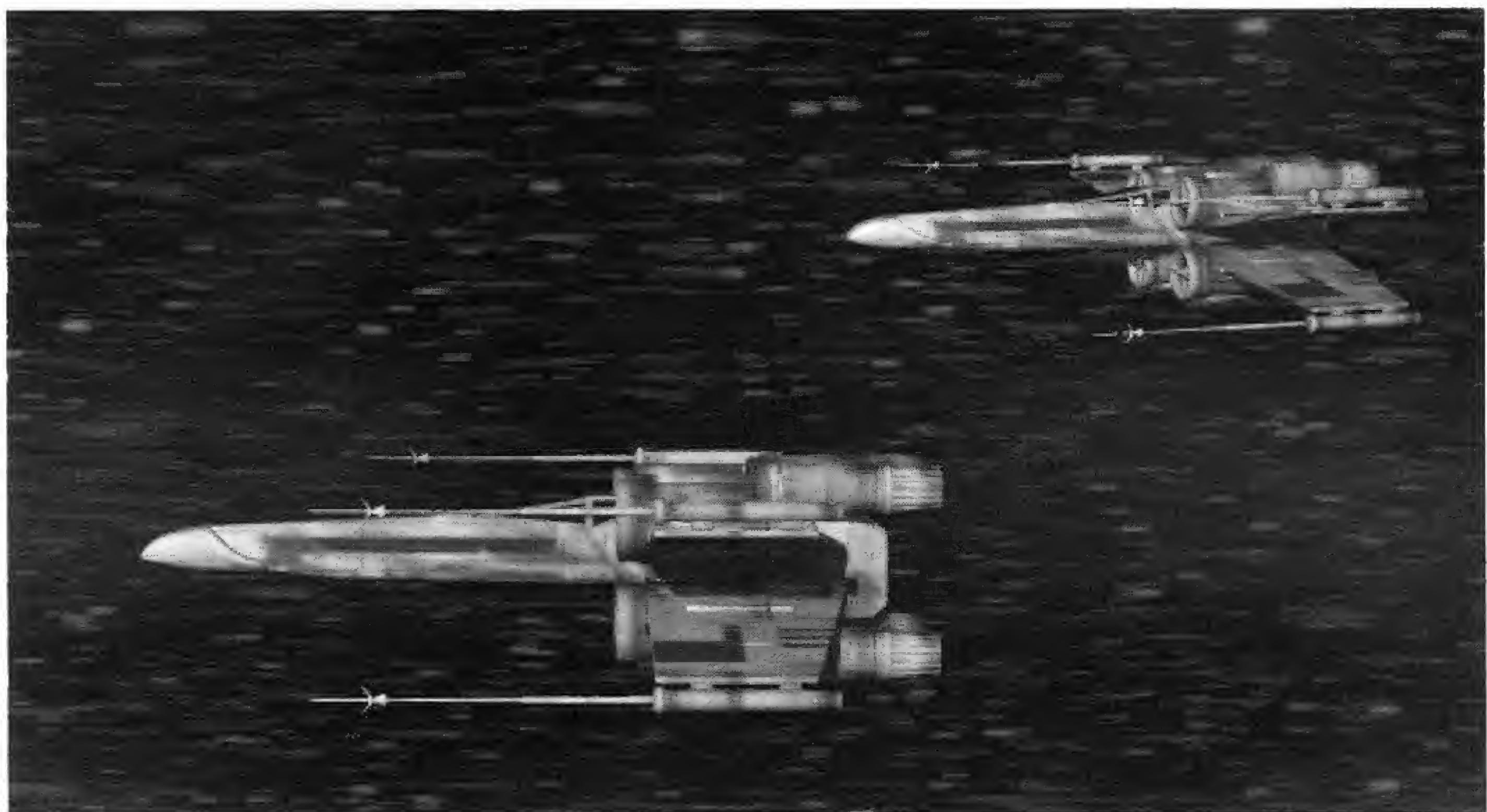


The X-wing soared from its hangar deck and quickly assumed its position in the Red Squadron formation.

“You OK, Red Two?” It was Hamo’s voice over the communicator.

“Fine, Red Leader.” answered Keyan. “I’m fine.”

The truth was, his stomach had turned over and he was on the verge of retching into



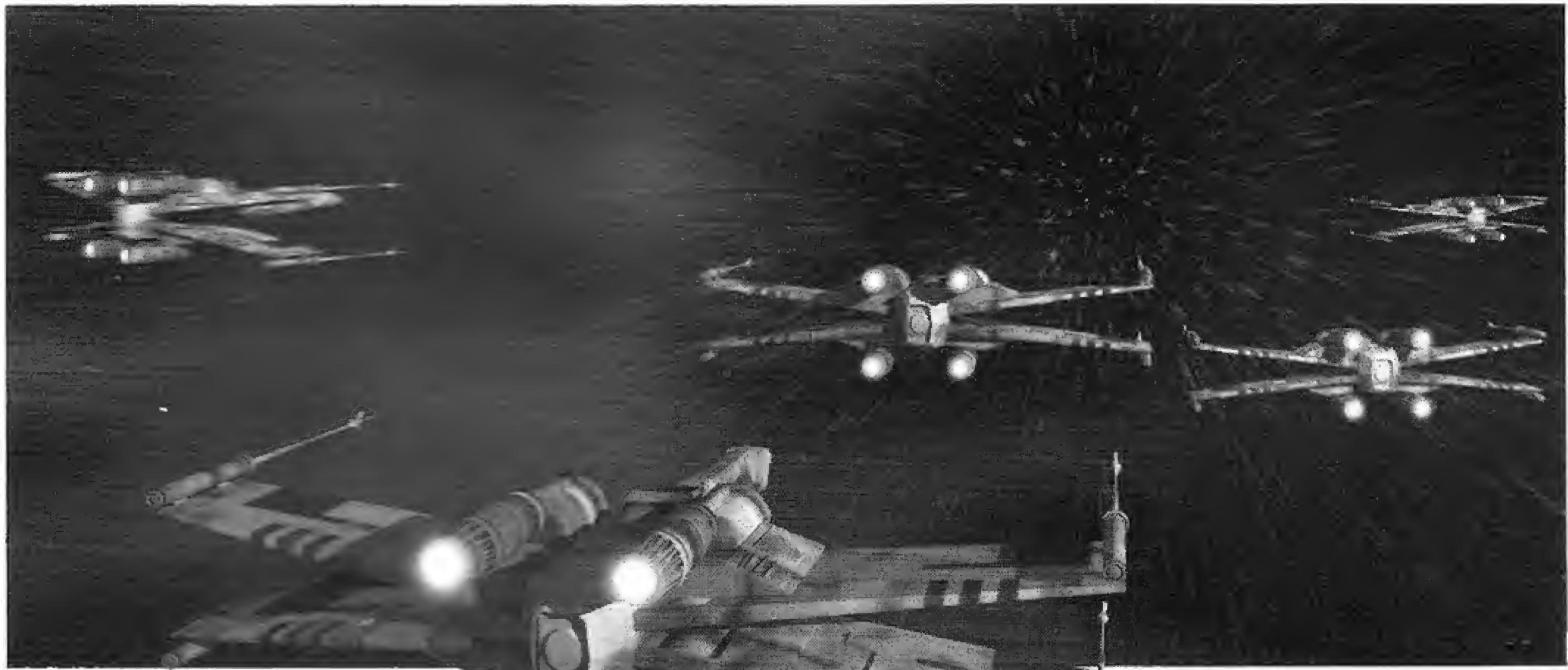
his cockpit. Only his exhilaration over the smooth, raw power of the X-wing compensated for his moment of fear. No landspeeder could compare. Nothing could compare! This was the ultimate machine for a born space pilot. He forced his stomach to be calm. "I'm ready," he muttered.

"What's that, Red Two?"

"Ready when you are, Red Leader," he answered, with only slightly more conviction.

"Just stick close to me. Hyperspace in T-minus 15."



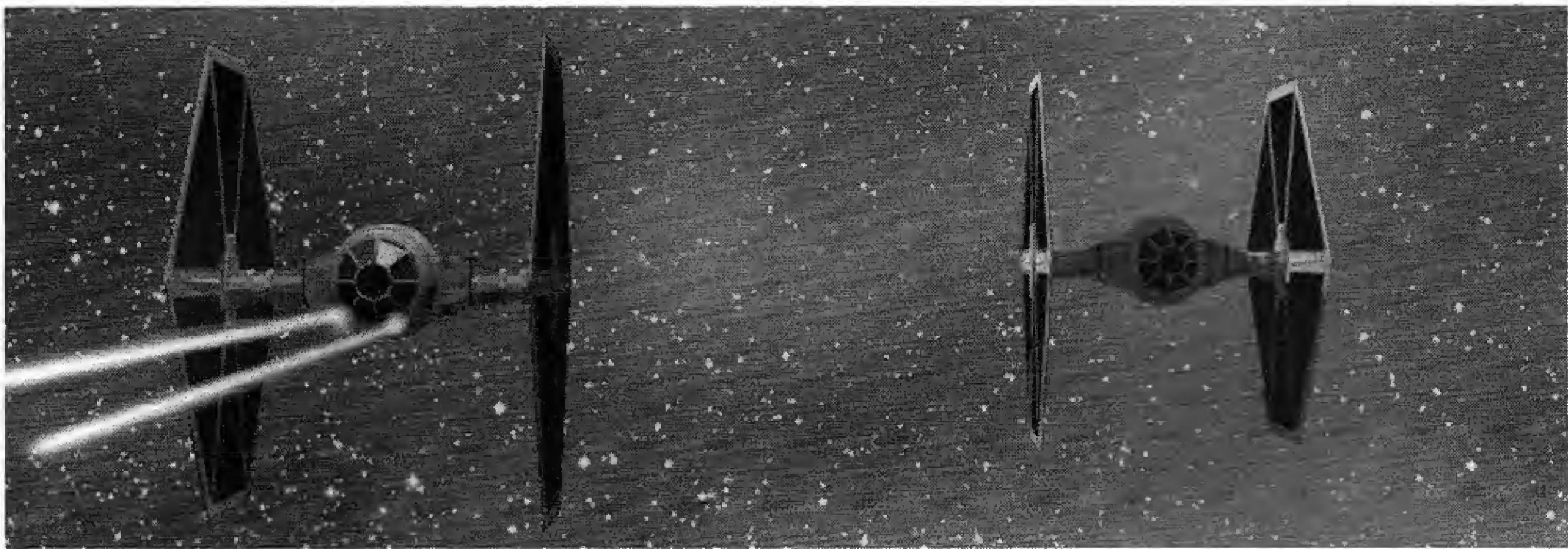


Everything began to move quickly once they entered hyperspace. The jump was a short one, and within an impossibly short time they were in normal space again. Blue Squadron was already engaging enemy TIE fighters nearby. Keyan thought how odd it was that a battle raged so close at hand, and yet it was all in silence. Green and orange laser beams shot through the vacuum. Ships disintegrated in great balls of fiery debris. But no sound reached him. It was eerie.

Then the Corvette occupied his viewport as his X-wing spun into final approach position, guided almost unconsciously by his hand and the R2 unit outside the cockpit. He began to follow his flight leader in, but miscalculated his position for just an instant. It was a costly instant and suddenly he was out of formation! It was a stupid, rookie mistake.

Angrily he began to turn the ship to recover his position, but he over-compensated. As his viewport spun around, Keyan spotted a pair of fast moving shapes detaching themselves from the battle with Blue Squadron. Soon it became clear that an enemy flight of TIE fighters was headed straight for Red Leader! Instinctively Keyan sent his craft on an intercept course, falling

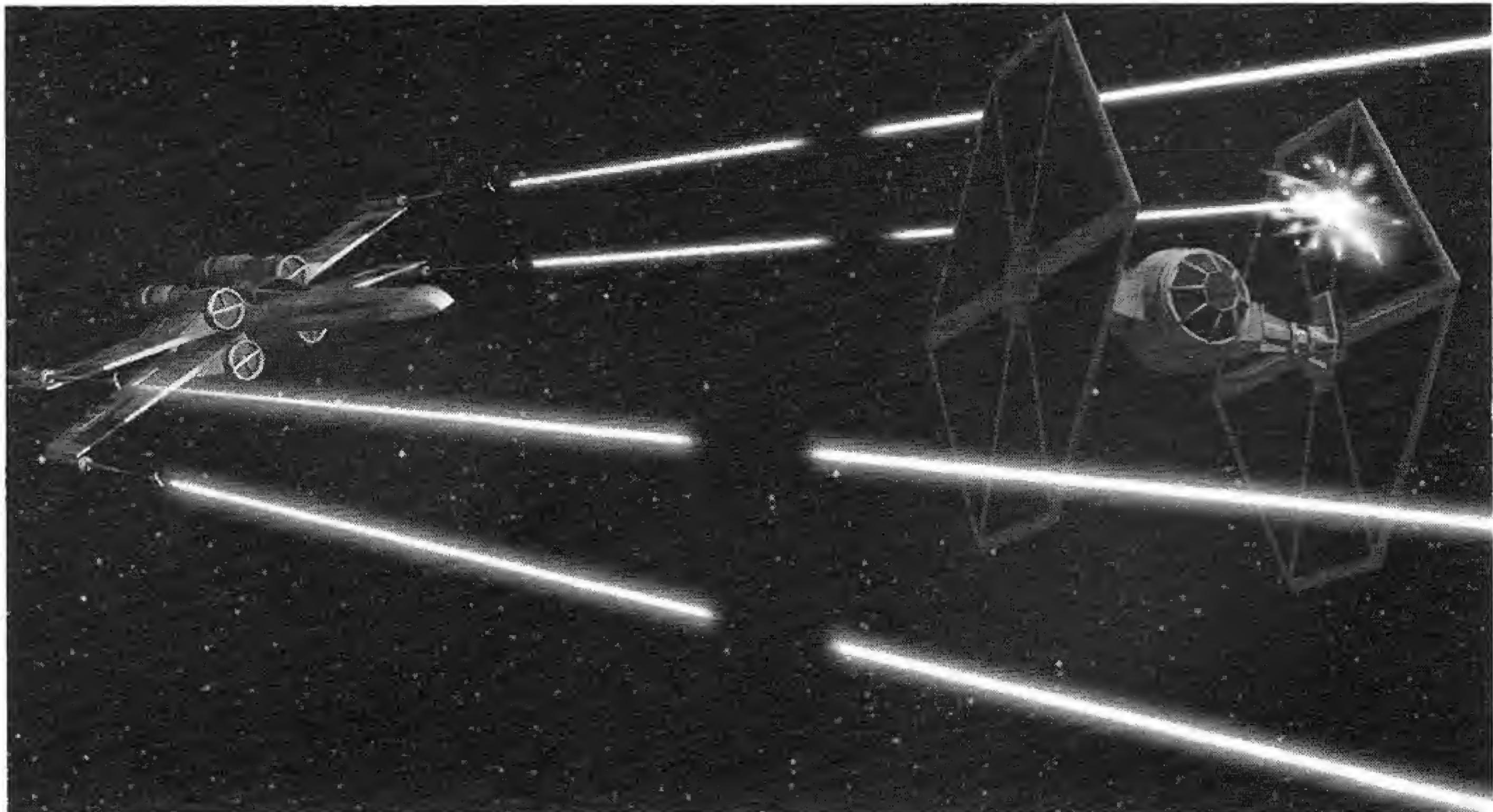




in behind the closest TIE fighter as it neared its target. The enemy pilot had Hamo's X-wing directly in its sights. No time to think.

"Watch out, Red Leader!" he yelled as he hit the laser cannon button. He was almost too late. His shot only grazed the enemy fighter. It was not a particularly good shot. But it threw the TIE fighter off course just as its pilot launched his own attack on Hamo. So instead of blasting the X-wing to space dust, the Imperial pilot's shot went high. Part of the TIE's beam hit, but seemed to do little damage.

Meanwhile, Keyan was maneuvering instinctively, following the TIE fighter as it now attempted to evade him. His first shot must have damaged part of the steering control because the enemy fighter seemed only able to turn to starboard. When Keyan realized this, he was able to anticipate his enemy's next maneuver and get inside his turn. He fired a cannon blast that caught the TIE fighter amidships and sent him spinning off into space. Sparks and green and yellow smoke spewed from its engine.





"Good shooting, Red Two!" came the message. "And thanks. But next time, watch out for the wingman. I was barely able to get him off your tail!"

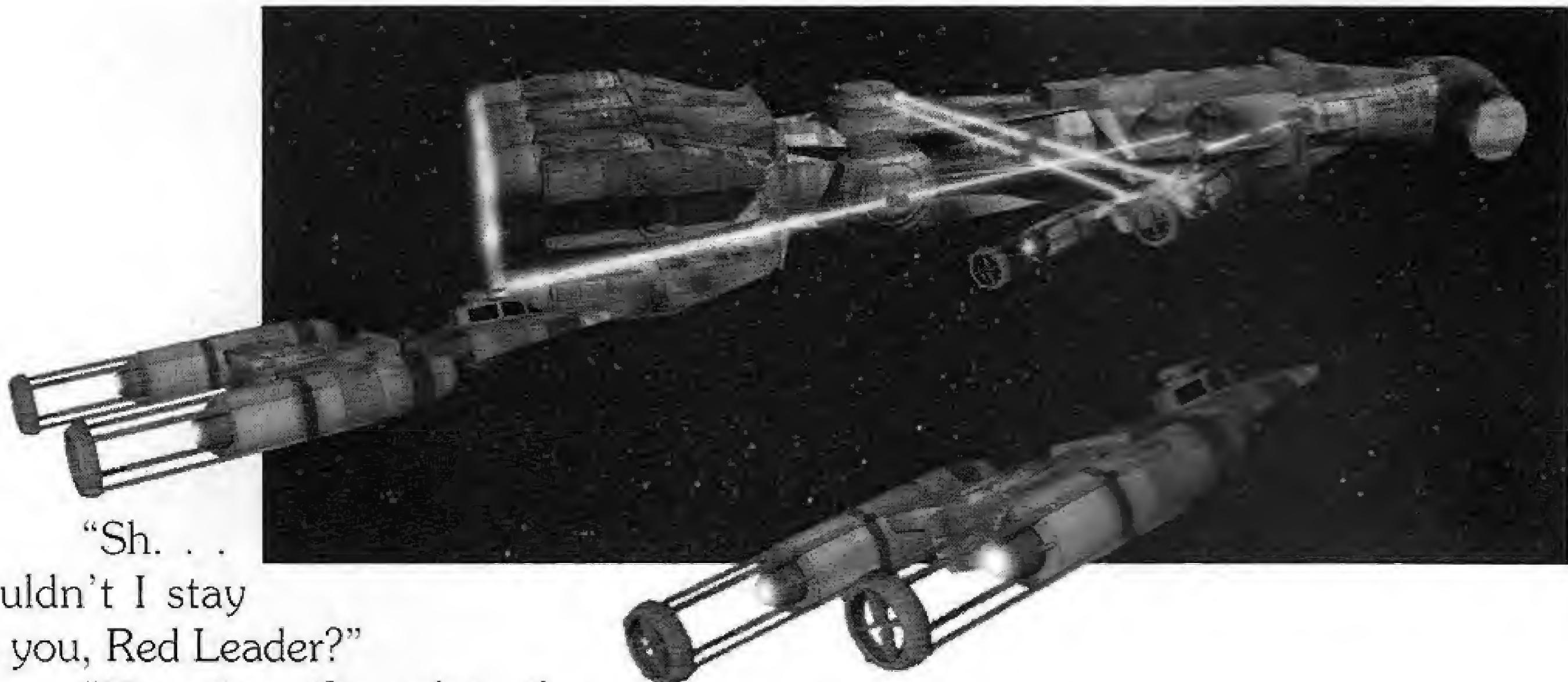
Keyan was too shocked to answer. He turned back toward the transport.

"Red Two, come in."

"I'm here, Red Leader."

"Hey, kid. That was good shooting. You'll be all right. But listen. I'm afraid I've been damaged. It's not too severe, but my R2 has been disabled. I won't be able to return to base—no hyperspace, you know—unless I can dock with the Calamarians. I'm leaving the flight to you, Red Two. I'm joining Blue Squadron. You're on your own. You copy?"





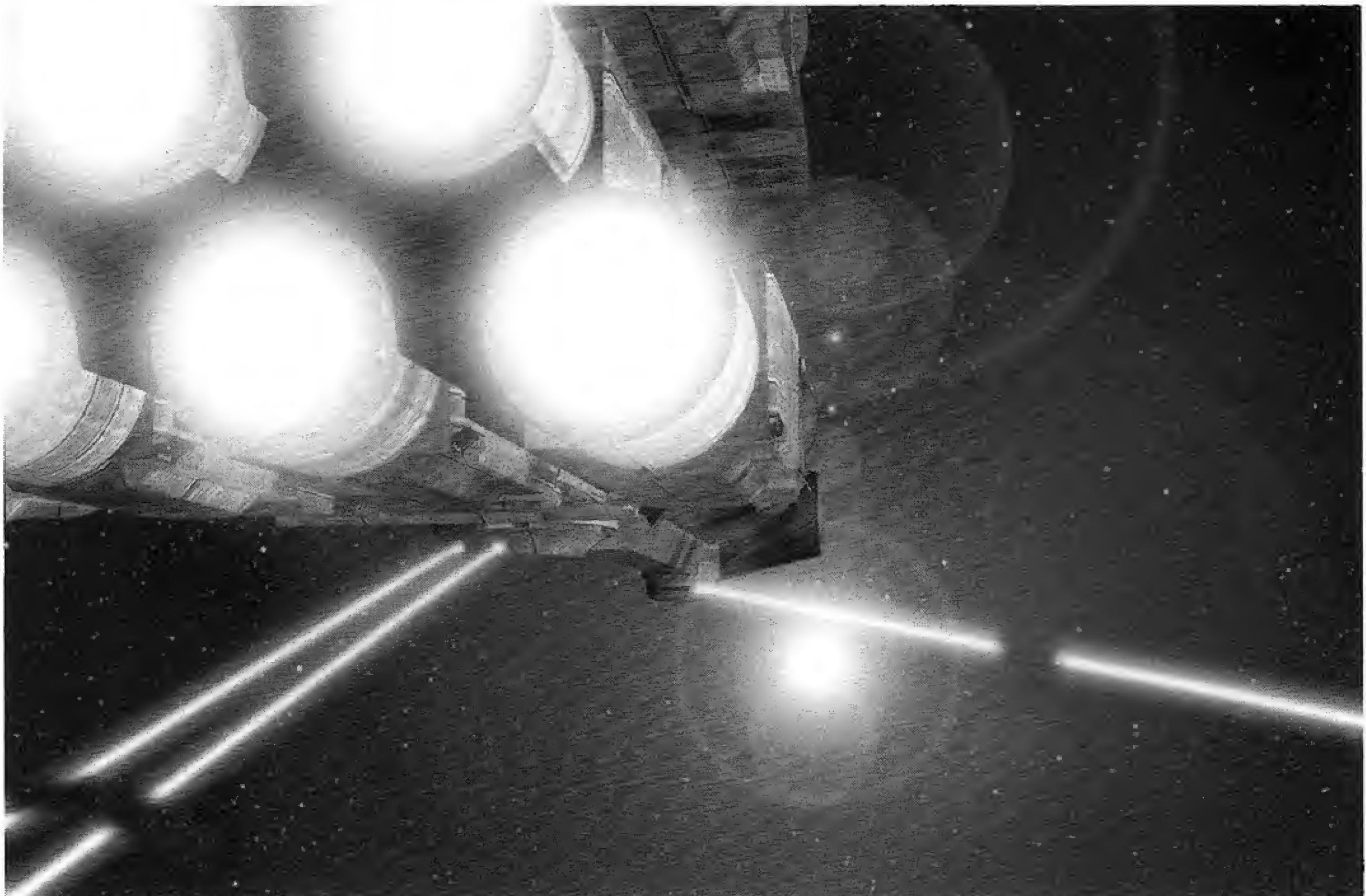
"Sh. . .

Shouldn't I stay
with you, Red Leader?"

"Negative. Complete the
mission. Hurry now, or you'll miss all the fun. Good luck, Keyan."

"Thank you, sir. Same to you."

Keyan watched as Hamo's X-wing changed course and entered the battle with the remaining TIE fighters. The wreckage of two starfighters floated off in the distance, the wingman's crippled spacecraft not far from the leader's. Only then did Keyan realize how close he had come to "final hyperspace" as some pilots called it. Quickly he boosted his power and headed straight in toward the Corvette. Several of Red



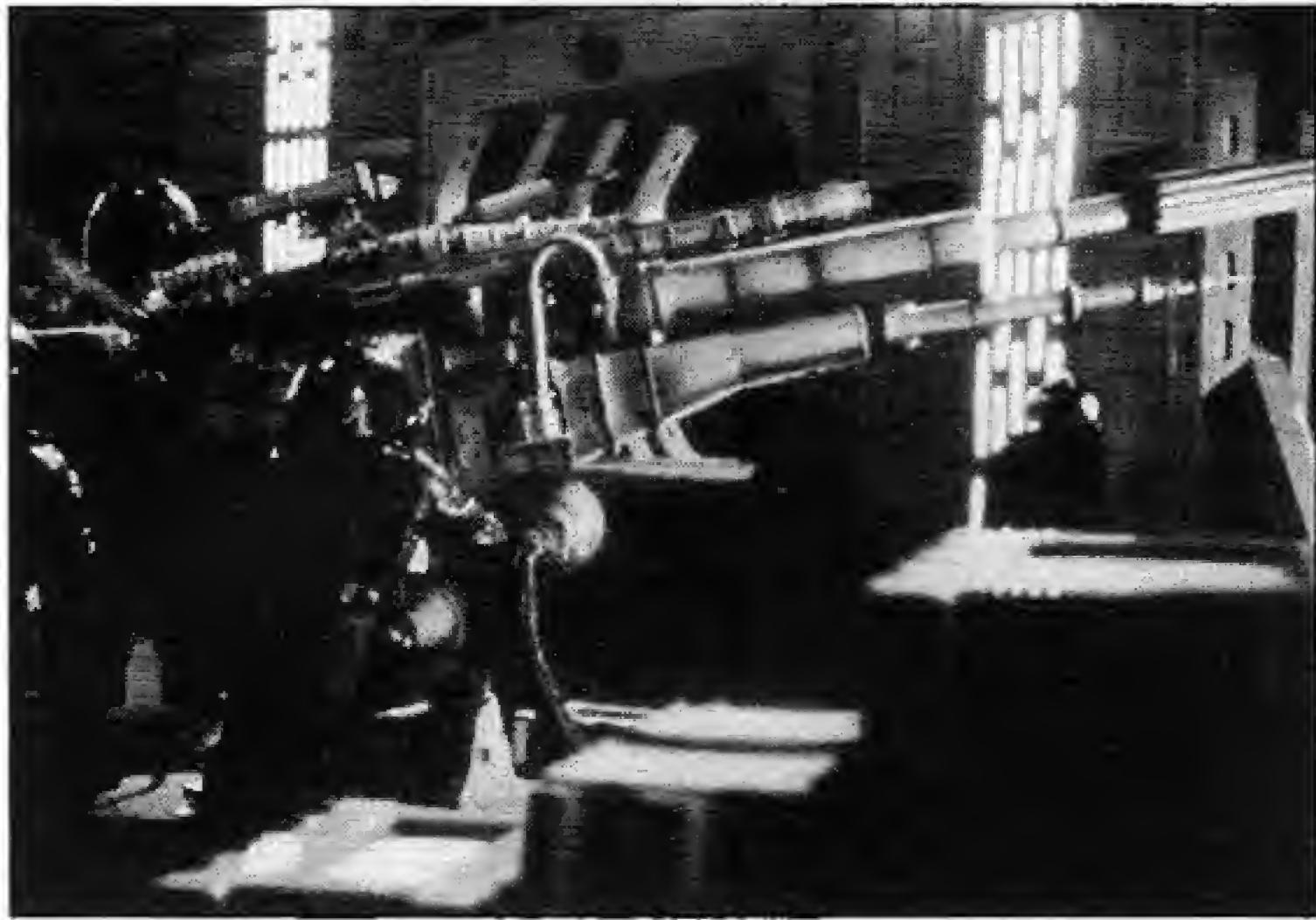


Squadron's other X- and Y-wings had already engaged the transport. Some were being held off by the transport's double turbolasers. The more experienced pilots looked for weak points in the shields and systematically pummeled the Corvette while the Y-wings aimed their ion cannons at the weak points. Keyan was just sighting in on one of the still-active guns when another message came over the general static that accompanied the intense combat.

"Storm Leader to all units. Any of you X-wing jockeys got a spare R2? We need help here at the main air lock. Come in . . ."

"Red Leader to Red Two. You hear that? Go on in, boy. Give the commandos a hand." Hamo was still watching over him. Keyan acknowledged the transmission as he completed his pass at the Corvette's gun, gently pressing the stud that fired the lasers. Then he rolled his X-wing under the transport and headed for the belly loading bay, where the main air lock would be located. He flew a weaving course that he hoped would throw off the remaining enemy guns. Already his "close encounter" was nearly forgotten.

A gaping hole marred the stern of the boarding craft and smoke poured from it, but the airlock was open and there was no apparent resistance. Keyan guided his X-wing into the opening. A commando signaled him to an empty area, but as he glided overhead, he noticed scattered bodies of Imperial stormtroopers and Rebel commandos. Scorch marks were everywhere.



Keyan took his hand blaster from its holster and climbed out of the cockpit. Two commandos ran over to him and lifted the R2 unit out of its special socket in the X-wing.

"We've finally got this section secured and we're trying to jam their gun computers. A few of the others have already gone forward to find the bridge."

"What should I do?" asked Keyan. He hadn't really expected to board

the transport. He had no orders to cover this.

"Take your R2 forward and see if you can help us jam the guns. This section has been cut off from the main defense computers. And while you're there, get anything that looks important and get back here. You've got 15 minutes."

He was in an empty corridor, the R2 wheeling along behind him. The bodies of dead stormtroopers lay at odd angles, their white ceramic armor scorched by blaster hits. There was an



odd smell in the air. Blaster burn? Several Alliance commandos also lay among the dead. Moving quickly through the maze of tunnels, Keyan rounded a corner and came up short, an Imperial blaster aimed directly at his face.

The Trooper must have been as surprised as Keyan because he hesitated just an instant. Keyan threw his arm in an instinctive sweeping motion

before his brain had even registered the moment. The blaster flew from the stormtrooper's hand as Keyan clutched his wrist, his own blaster clattering to the deck. Damn, that armor was hard! Then the Trooper had him by the throat, forcing him to the floor. He could do nothing. There was nothing to strike but armor. His blaster was trapped directly under him, cutting into the small of his back through his flight suit. He was slowly losing consciousness.

Then the stormtrooper shuddered violently, went stiff, and fell off him. The hands around his throat opened and fell away, and Keyan took a deep, gasping breath. He looked over just in time to see a half-meter long shock probe retreat into the R2's body cavity.

It was hard to tell. The stormtrooper seemed to be alive, but unconscious.

Quickly recovering his blaster, Keyan whispered, "Let's get out of here!" The R2 whistled and beeped its agreement. *Droids aren't supposed to harm sentients*, thought Keyan. *Perhaps just shocking the Trooper wasn't technically injuring him. Or maybe my R2 is a special case. Whatever the reason . . .*

"Thanks, R2." he called over his shoulder as he ran in the direction of the bridge. The little droid beeped a contented sound.

The bridge was a wreck. The battle here must have been furious. At least ten stormtroopers were dead, and half as many commandos. This transport shouldn't have had so many troops. They had been told the resistance would be minimal.

Quickly Keyan searched for anything that looked important, but there was nothing. Meanwhile, the R2 had extended another of its probes and was searching the computer banks, shutting off gun positions and storing technical information.

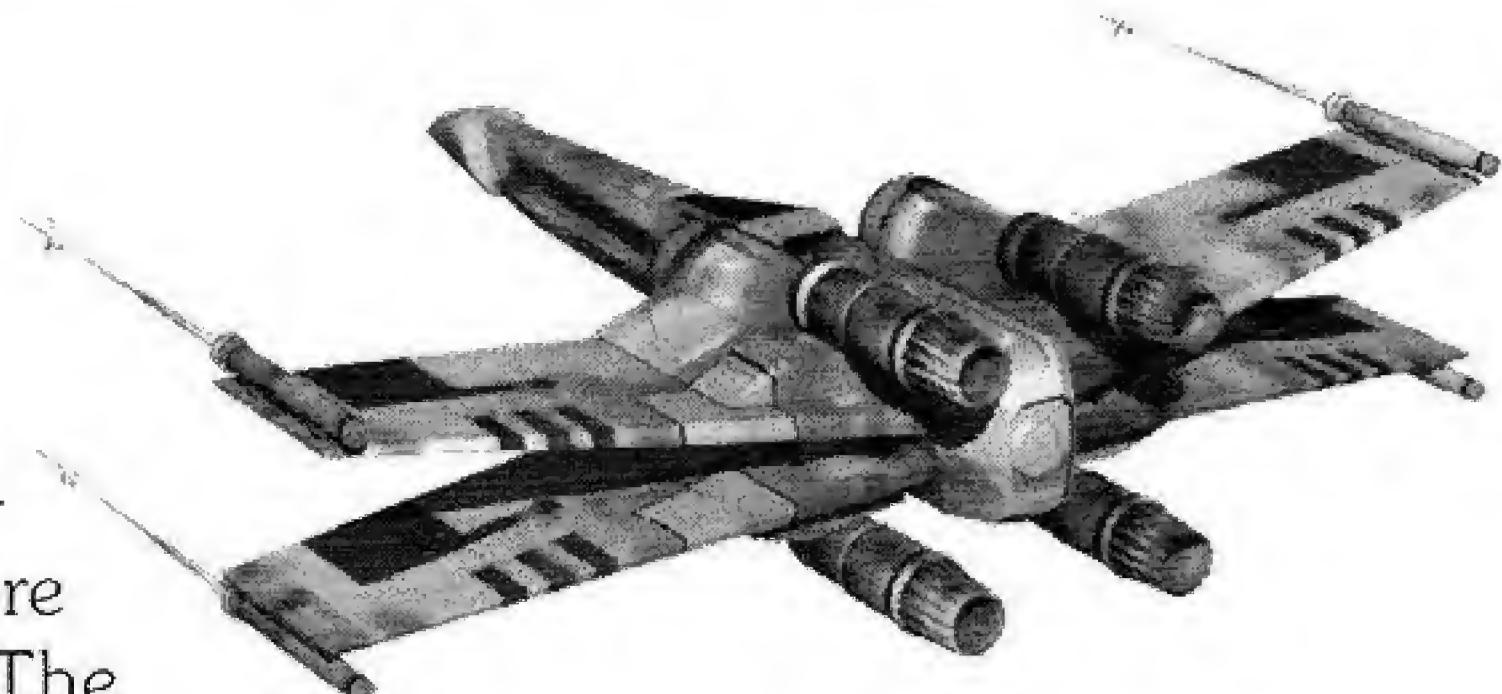
He was about to give up and head back to the air lock when he heard the sound of a blaster coming from behind what looked to be an ordinary wall. A closer inspection indicated that there was a sliding door built to look like a wall.

"R2?"

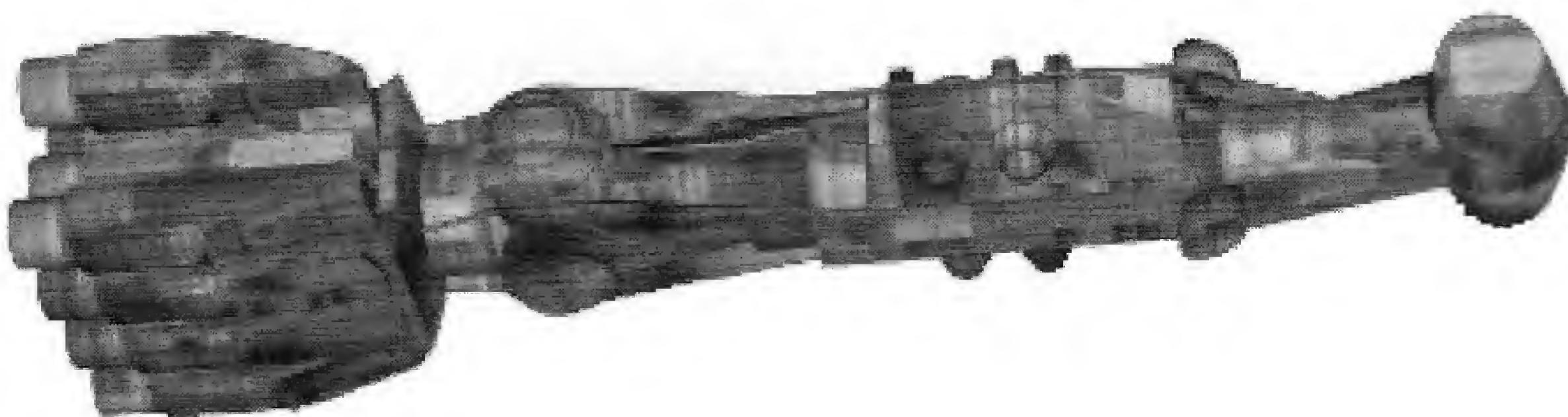
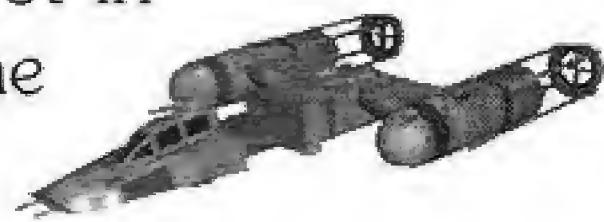
"Beep . . . pop?"

"Can you open this door here?"

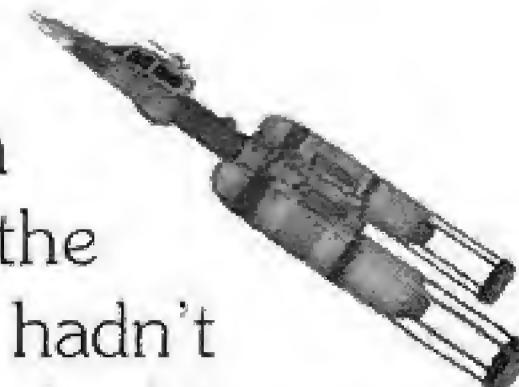
The R2 responded with another series of high whistles and hoots. The door slid silently open. Inside was an older man in Imperial military uniform—the commander by all appearances. There were burning holo disks everywhere. The



commander looked up at Keyan, caught by surprise, and raised his blaster. Keyan fired immediately, but the man had not aimed at him. He had shot in the direction of a stack of holo disks. His first shot scattered the disks. He never had time for a second shot. Keyan's blast hit him in the chest. The man slumped over and fell to the deck.

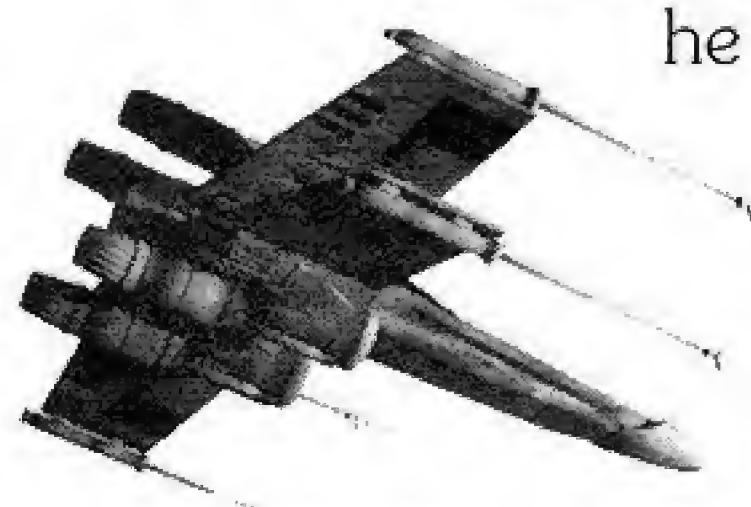


Keyan ran to the Imperial officer and saw that he was dead, his face frozen in a rictus of surprise. Keyan felt his skin tighten and for a moment his knees buckled. He clutched at the nearest support. He had killed this man, face to face. And the man hadn't even been aiming at him. What could be in those holos that he had been willing to sacrifice himself for? Keyan took several deep breaths--got his legs under him again.



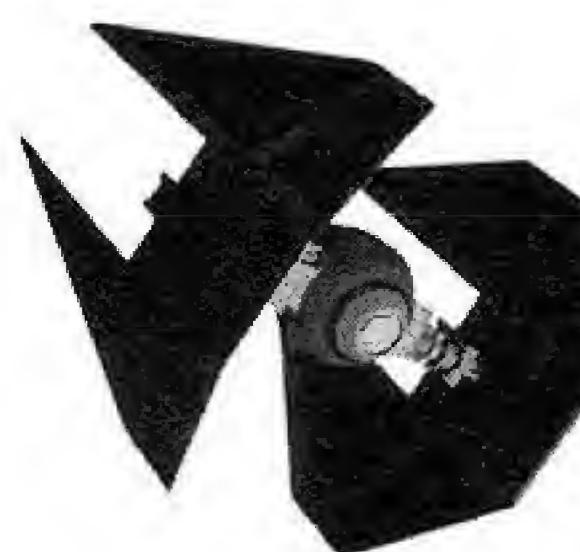
Quickly he gathered the scattered holos. Many were little more than slag, but he took them all and placed them in the zippered pockets of his flight suit. At the last moment, he gingerly removed the officer's identifier. Perhaps the identifier would mean something to the Rebel leaders. He knelt a few seconds more, staring into the

dead eyes of the first man he had ever killed. Of all the mementos he had gathered on this mission, the memory of those eyes would remain with him the longest.



With an effort, he tore himself away.
"Come on, R2. I think we
got what we came for.
Let's get out of here."

The R2 followed him from the bridge, a stream of high pitched whistles, pops, and sproings emitting from its speaker.





Alliance Flagship: Yavin Base

"Mon Mothma, this is Flight Officer Keyan. He's the one who captured the holos. I'm told he distinguished himself in the battle as well." Admiral Ackbar himself beckoned him to approach.

Mon Mothma studied Keyan's face, as if searching his character. "Have we met before?" she asked finally.

"I was on Agamar," Keyan answered.

"Agamar? I was there only two weeks ago . . . You've wasted no time, have you?"

"Yes Ma'am! I mean, no Ma'am. I mean . . ."

Mon Mothma smiled warmly. "Let me show you what your heroism has recovered for us. It's an Imperial Military Specifications report. Ultra Top Secret. Much of it is missing, but what's here is invaluable to us. It details their own ships' weaponry and capabilities, but also describes our ships as they view them. And there are hints of other things. Dark plans. You have no idea how precious this information is. I'm going to give you a printout to study. You've earned it."

"Excuse me Ma'am," ventured Keyan, "was that the information we were after?"

A strange look passed between Mon Mothma and Ackbar. Some message or meaning was exchanged, of that Keyan was certain, but he had no idea what it was all about. But the admiral looked at him with those gigantic eyes, which could seem, in the same moment, compassionate, confused, perceptive, naive, and penetrating. Keyan found them disconcerting.

"Yours was a very important mission, Flight Officer," the Calamarian said in a surprisingly low, sibilant voice. "However our main target was probably far away in

another sector. We do not know if any of our other missions were successful. Not yet, at any rate. We remain hopeful.

"Your mission became entangled in an elaborate Imperial plan of deception and misdirection. The Empire has been sending out numerous transports whose sole purpose is to confuse us. Some carry genuine information. Others are worthless decoys. We have no way of knowing for sure which is which, though we based your mission on good intelligence. Our ultimate goal is to find the transport we believe may carry Darth Vader on a secret mission. We must try to capture him. Or kill him. We do not yet know if we have been successful."



"However, the information you have given us is an added victory for the Alliance. You should be proud to know how well you and your fellow pilots have served."

Keyan was silent, stunned. So many had died—for a mission that could well have been worthless! It was inconceivable. "Then all those deaths . . . Isn't it too big a risk to take?" he finally blurted out.

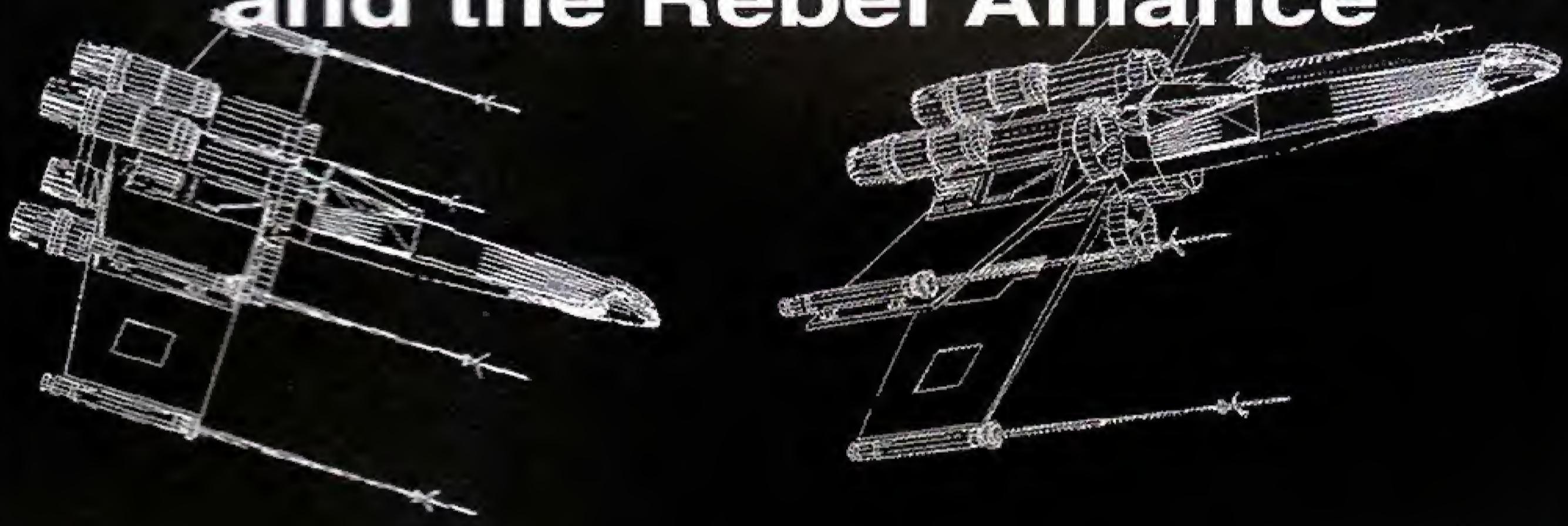
"No!" exclaimed the Chief of State. "Every battle is significant. Yes, your mission entailed some risks. But we were lucky this time, and the information in this report could ultimately help save billions of lives. In war there are many sacrifices. None are minor or without significance. Even now as we await word from the other missions, we do not belittle what you and your colleagues have accomplished. Nor should you. Here, read the holo-printout and see what you've brought us. Return here when you have finished."

Later, when Keyan was alone, he studied the papers Mon Mothma had handed him. They were labeled Top Secret. He read it all, slowly. Then he read it again.



Technical Specifications:

Spacecraft of the Imperium and the Rebel Alliance



Doc. No. T358723Q993D



TOP SECRET
AUTHORIZED PERSONNEL ONLY



Document Number T358723Q993D

**Lord Darth Vader
Imperial Headquarters**

Preliminary report (in progress) on the military vehicles of the Imperium and the Rebel Alliance.

To Lord Vader:

This is a preliminary report. It will take several months more to complete all aspects of this report. You requested our work in progress, so we are sending it to you now. The files are pretty mixed, but we've put all the Rebel craft at the beginning, the Imperial craft in the middle, and some miscellaneous vessels are mentioned at the end.

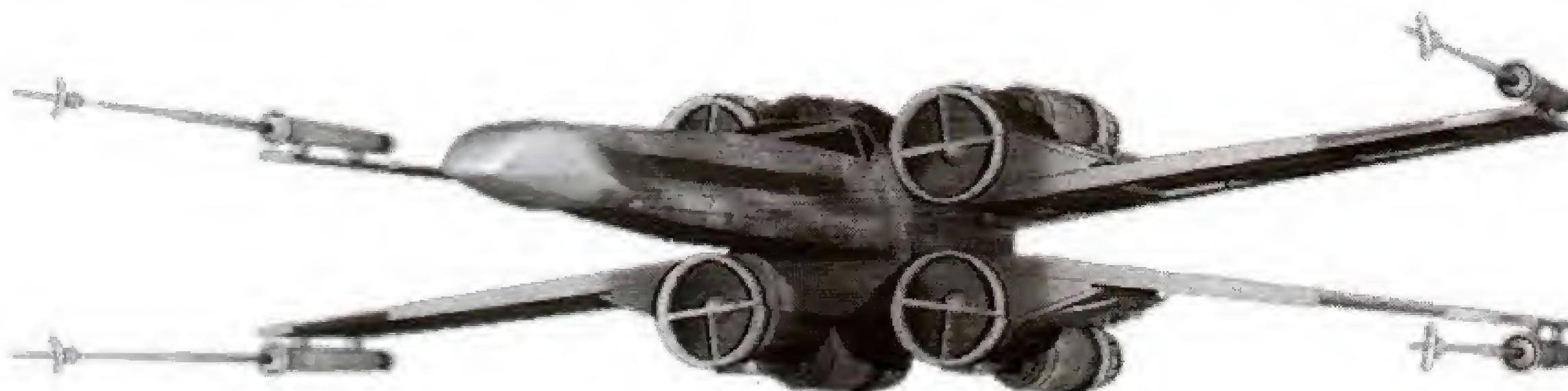
We trust you will understand that much of the data we have gathered is incomplete and we cannot include it until we have verified it. Also, our work would be more productive if certain Imperial Navy officers would allow us access to their records and files. To date, they have not. We have requested this information on numerous occasions, so it does no good to repeat the request.

Regarding the new weapon: Should we expect to receive technical specifications of this new weapon in the near future? Or is it to be left out of this document?

We humbly regret the incompleteness of this document and ask your lordship's indulgence in giving us more time.

Captain Mordaph Clafdatha
Lieutenant Jord Kraas

Starfighters of the Alliance



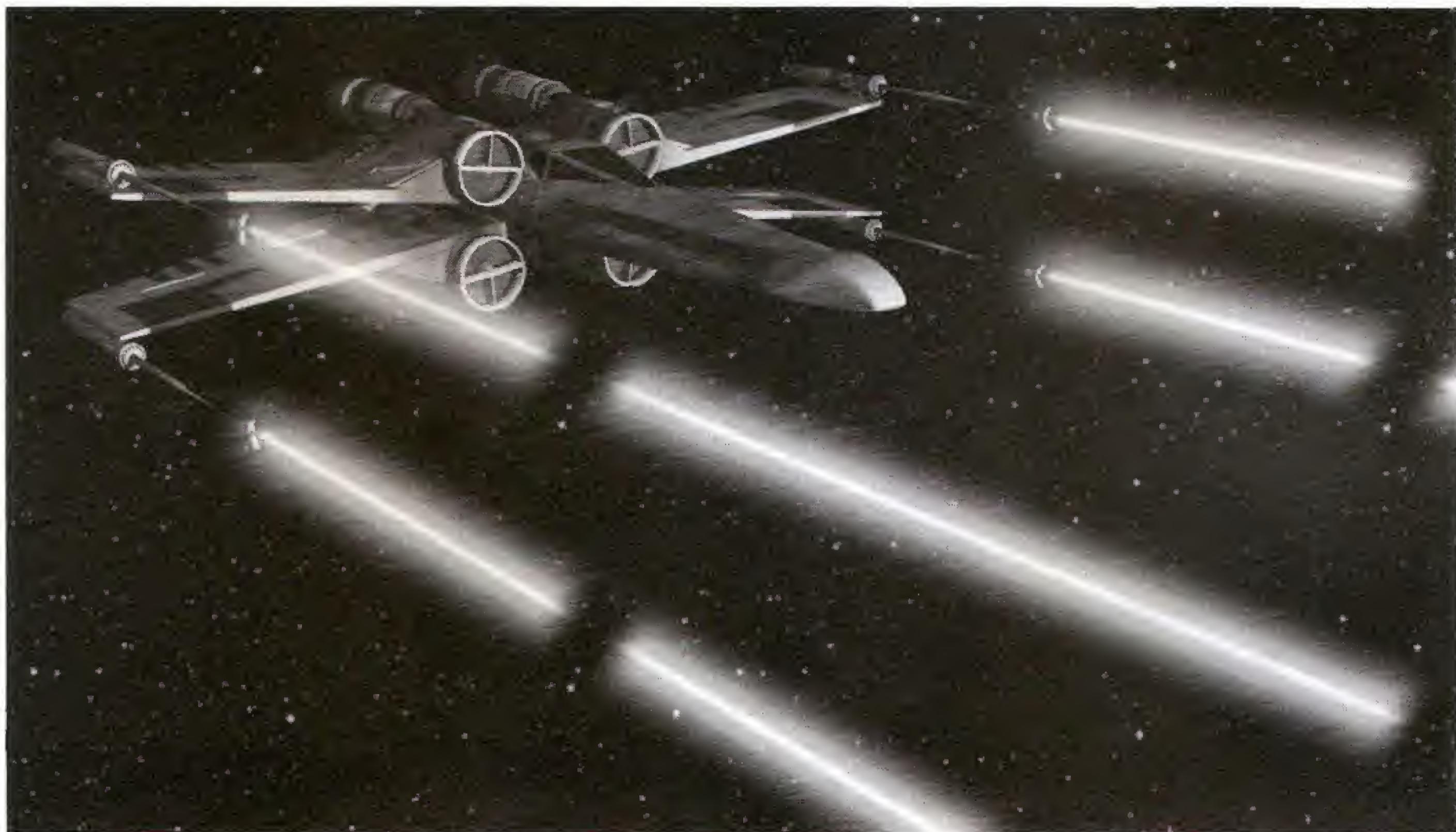
As the former senatorial malcontents and dissidents continue to sway the weak-minded to their side, the puny forces of the Rebellion have been able to attract some supporters who should know better. Not counting the alien scum of Mon Calamari who are reportedly refitting their considerable starfleet to aid the Alliance, there are several key firms who at one time worked legitimately with the Empire. Among them are the traitors at several important starfighter design facilities. The most notorious of these are the Rebel sympathizers at Incom Corporation who stole the X-wing prototypes and handed them over to the Alliance.

Given their shortage of supplies and skilled workers, we had previously doubted that the Rebel trash could, in fact, produce any viable starfighters, but they have far exceeded our expectations. There are certainly several squadrons of X-wings in operation, and more are being built at secret facilities not yet known to our sources. In addition to the X-wing, we have obtained preliminary information regarding two other Alliance starfighters—the Y-wing, and the A-wing.

Of course, the Y-wing is no secret. Before the hated X-wings began to show up, the Y-wing was the basic Rebel starfighter. In fact, it may be that the dogs at Koensayr had something to do with the defection of the Incom turncoats. Whatever the truth may be, Y-wings have been turned out in large numbers, and most of the pre-Rebellion Y-wings have somehow turned up in Alliance hands.

The A-wing is something new, and our information about it is sketchy. We have heard reports from our TIE pilots about a very fast spacecraft that swooped in on them, took some quick shots, and flew away before they could pursue. Many of them swear (before being reprimanded) that these new craft were faster than the TIE Interceptor. More on these reports later.

The only information we can rely on is that the A-wing is a new design. Everything else is conjecture. One unconfirmed rumor has it that the A-wing uses the powerful Novaldex J-77 "Event Horizon" engines. Other evidence suggests it has a new sensor jamming array. We continue to investigate this mysterious new starfighter.



X-wing

The X-wing fighter is the most versatile and well-balanced of the Rebel fighters. Its combination of speed, maneuverability, and firepower make it an ideal attack craft for dogfighting TIE fighters or for fast-paced torpedo runs against larger targets. Many of our pilots have complained about the emergence of the X-wing and the traitorous defection of the senior design team at Incom who now oversee the production of these rebel craft.

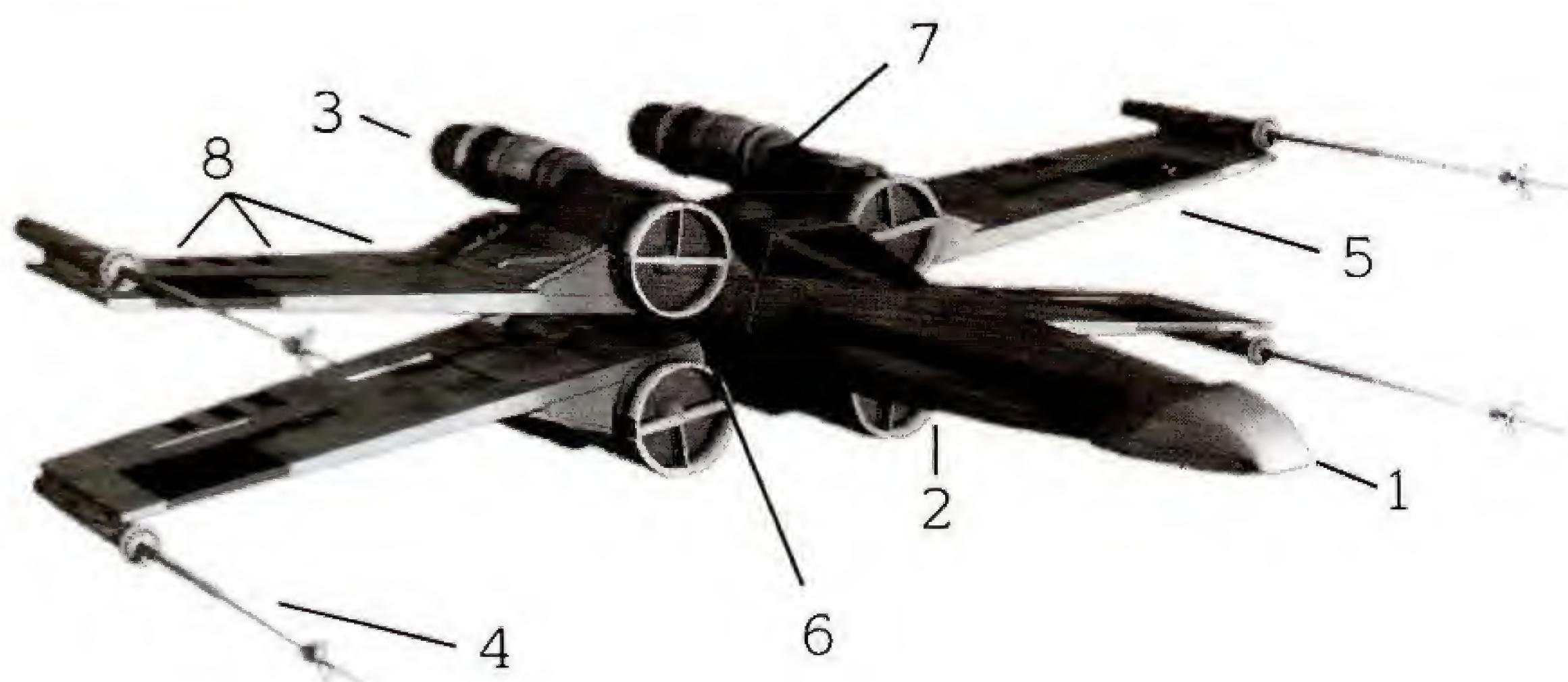
It is not known how the Alliance rabble have been able to scrape together the materiel necessary to produce these sophisticated spacecraft, particularly the rare alloys and advanced control systems integral to their construction. Many of our TIE pilots joke that the X-wings will surely rattle themselves apart without needing to be shot at, but this, regrettably, seems to be mere battlefield humor and is without confirmation in the field. In fact Imperial losses to the X-wing have mounted as that craft has become more numerous.

One significant advantage of the X-wing is its ability to travel through hyperspace. With an R2 droid unit mounted behind the pilot, the X-wing is able to make jumps into Imperial space, carry out its mission, and jump back out without fear of being followed by our TIE fighters, which lack hyperspace capabilities.

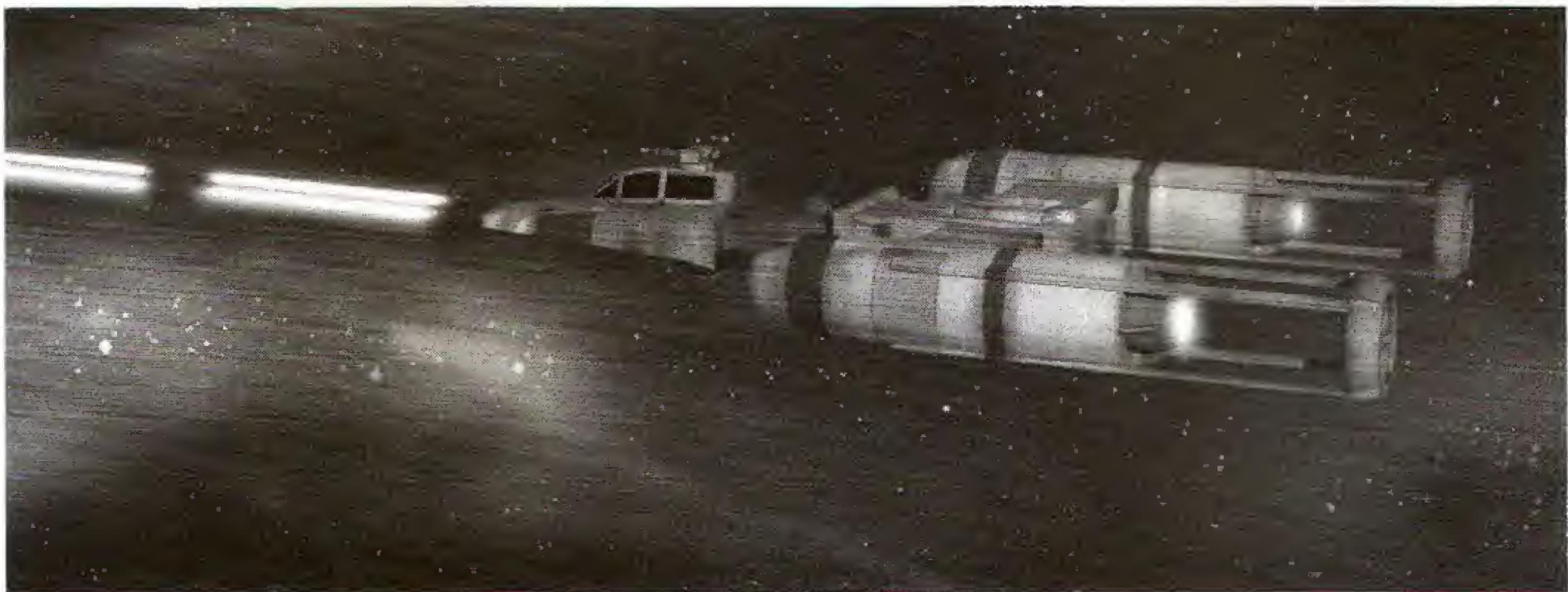
In our favor, the newest of the TIE fighters is more than a match for the X-wing and our craft generally outnumber the rebels when they meet. We only lack highly trained pilots. Many of our TIE pilots are ill-trained and it is these pilots who most frequently fail when confronted by rebel X-wings.



Name/Model#	T-65C A2 X-wing
Designer/Manufacturer:	Incom
Combat Designation:	Space Superiority Fighter
Crew:	1 pilot plus 1 Astromech Droid
Power System:	Novaldex O4-Z cryogenic power cells and ionization reactor
Propulsion System:	Four Incom 4j.4 fusial thrust engines (rated at 300 KTU)
Speed Rating:	100 MGLT
Flight Control System:	Torplex Rq8.Y flight control avionics package
Maneuverability Rating:	75 DPF
Navigation:	Astromech Droid, usually R2 unit
Hyperdrive:	Incom GBk-585 motivator drive unit
Sensor Systems:	Fabritech ANS-5d unit with a long range Phased Tachyon Detection Array model# PA-9r and one short range Primary Threat Analysis Grid model# PG-7u
Targeting Computer:	Fabritech ANq 3.6 tracking computer and IN-344-B "Sightline" holographic imaging system
Weapons:	Four Taim & Bak IX4 Laser Cannons (single fire or fire-linked) Two Krupx MG7 Proton Torpedo Launchers (3 torpedoes each)
Shields/Armor:	Forward/Rear Projecting Chempat Shields (rated at 50 SBD) Titanium Alloy Hull (rated at 20 RU)
Special Design Features:	S Foil Wings, adjustable for atmospheric flight



1. Sensor Systems
2. Proton Torpedo Launcher
3. Fusial Thrust Engine Assembly (1 of 4)
4. Laser Cannon (1 of 4)
5. S Foil Wing
6. Shield Projector (1 of 4)
7. R2 Unit
8. Thrustor Control Jets (trailing edge of wing)



The Rebel Y-wing starfighter is a rugged, versatile spacecraft. Though it lacks the speed and maneuverability of more modern fighters, it is nothing to trifle with. Its combination of weapons—including both laser and ion cannons as well as proton torpedoes—can deliver a deadly attack on small and medium craft, especially when the Y-wings attack in formation. And what it lacks in speed and maneuverability, it makes up for in toughness. Its shields are quite effective, and its pilots adept at focusing shield strength where needed. Once the shields are breached, however, the Y-wing is easily crippled if hit in the engine spars.

Imperial spies have identified two types of Y-wing starfighters. One, designated the BTL-S3, is a standard two-seat attack fighter designed for a variety of missions. The other, the BTL-A4, seems to be a single-seat model. Imperial military analysts suspect that the A4 is equipped with extensive hyperspace capability. The BTL-S3 is rarely seen anymore, and it is suspected that the Rebels have begun to favor the A4.

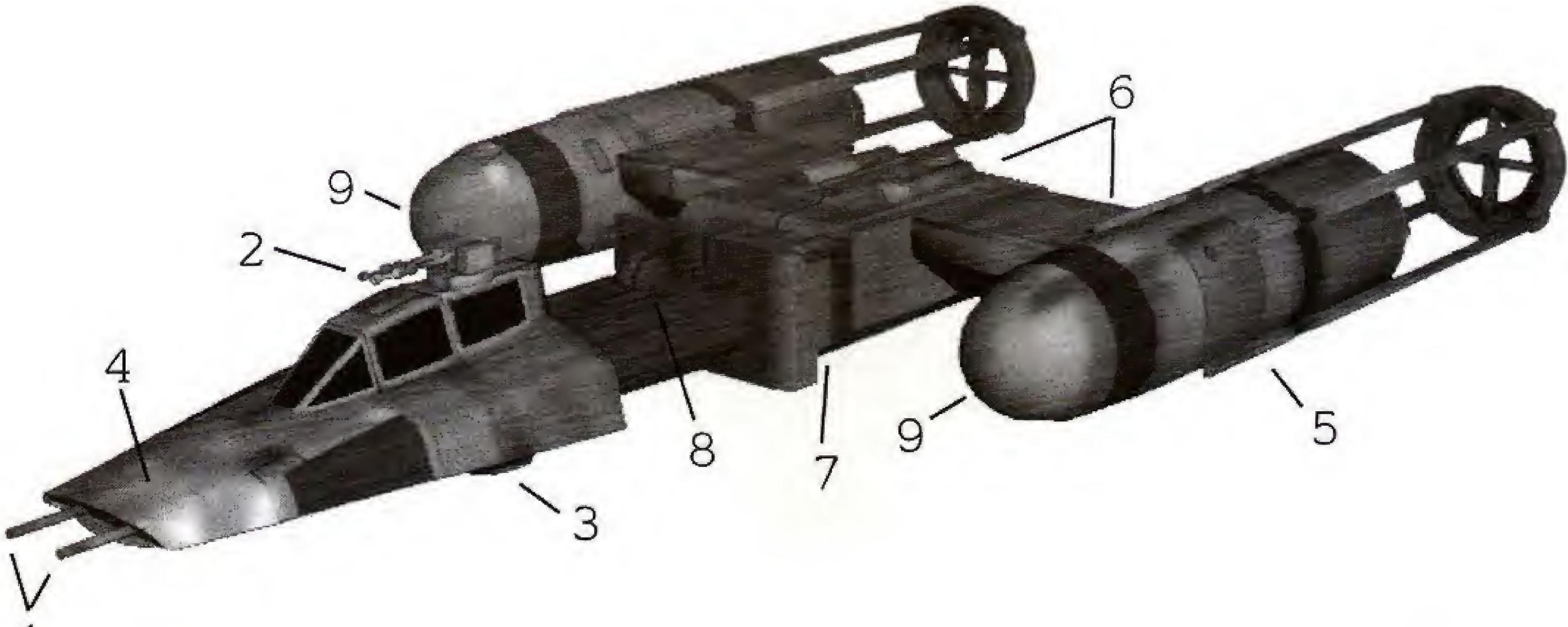
Pilots report that the A4 model seems to have somewhat reduced shields, but the hull is reinforced. In combat, the A4's ion cannons appear to fire in a fixed position only. We know that the Y-wings' ion cannons are used to disable our freighters and even some light military ships, and further, that the Rebels are in the habit of stealing these vehicles and their cargo to supply their hopeless ragtag resistance.

Pilots still report encountering more Y-wings than any other Rebel starfighter, though X-wings are gradually becoming more common. Despite its strong shields, the Y-wing is no match for our TIE fighters, especially when attacking in large numbers. Our new TIE Interceptors should be able to carve up Y-wings with ease.

The only disadvantage we suffer is the lack of hyperspace capability in our starfighters. When the Y-wing can 'space in, launch a raid, and then 'space out again without encountering any starfighter resistance, it can be very effective. Recently, as more X-wings seem to be available, the Rebels have taken to sending these more effective craft to provide close cover support for the Y-wings.



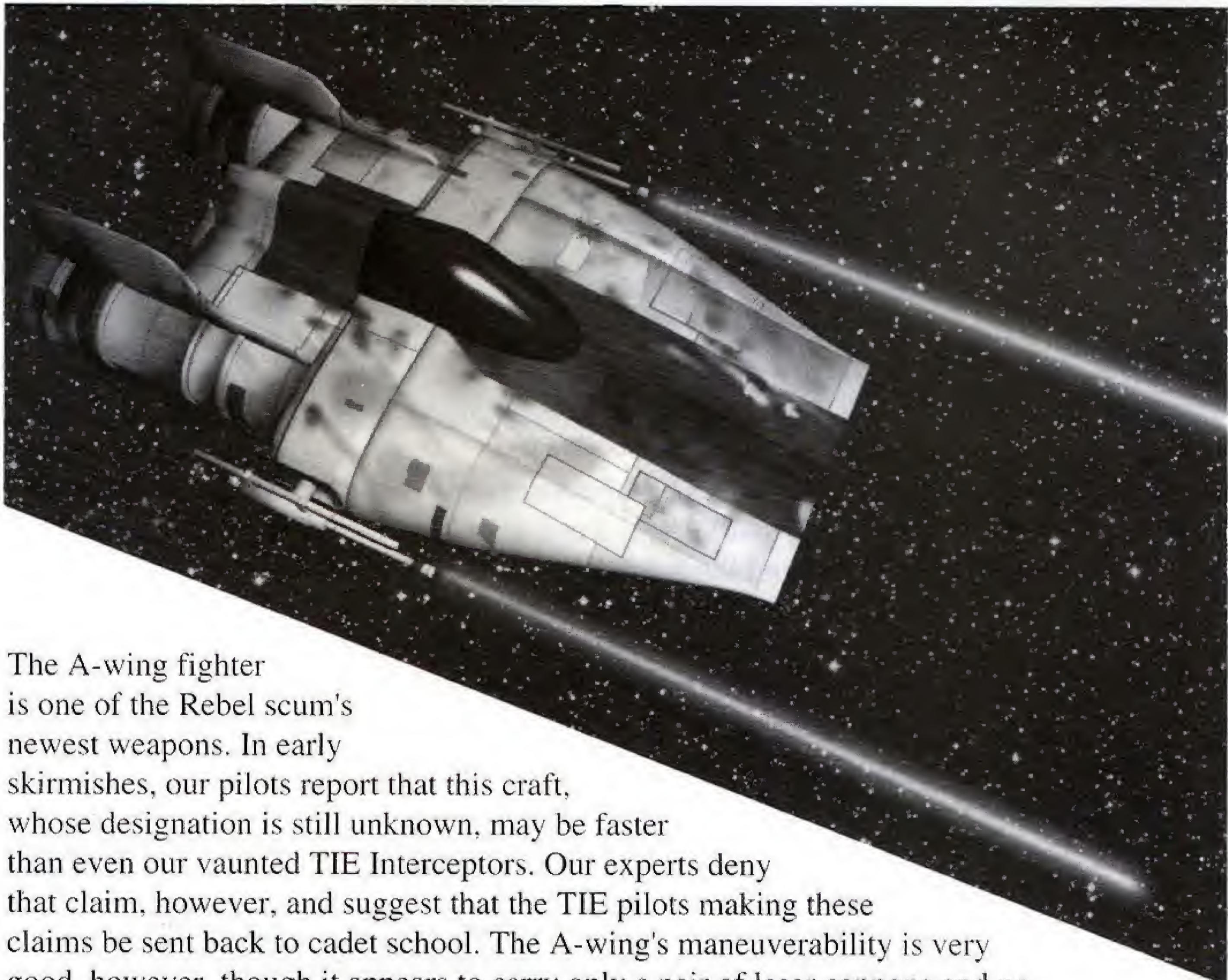
Name/Model#	BTL-A4 Y-wing Starfighter
Designer/Manufacturer:	Koensayr
Combat Designation:	Long Range Fighter/Bomber
Crew:	1 pilot plus 1 Astromech Droid
Power Systems:	Thiodyne O3-R cryogenic power cells and ionization reactor
Propulsion System:	Two Koensayr R200 ion fission engines (rated at 250 KTU)
Speed Rating:	80 MGLT
Flight Control System:	Subpro NH-7 flight control avionics package
Maneuverability Rating:	50 DPF
Navigation:	Astromech Droid, usually R2 unit
Hyperdrive:	Koensayr R300-H motivator drive unit
Sensor Systems:	Fabritech ANs-5d unit with one long range Phased Tachyon Detection Array model# PA-9r and one short range Primary Threat Analysis Grid model# PG-7u
Targeting Computer:	Fabritech ANc-2.7 tracking computer and SI 5g7 "Quickscan" vector imaging system
Weapons:	Two Taim & Bak KX5 Laser Cannons (single fire or fire-linked) Two ArMek SW-4 Ion Cannons (single fire or fire-linked) Two Arakyd Flex Tube Proton Torpedo Launchers (4 torpedoes each)
Shields/Armor:	Forward/Rear Projecting Chempat Shields (rated at 75 SBD) Titanium reinforced Alusteel® Alloy Hull (rated at 40 RU)



1. Laser Cannons	6. Thrustor Control Jets
2. Ion Cannons	7. Thiodyne Power System
3. Proton Torpedo Launcher	8. R2 Unit
4. Computer Targeting System	9. Sensor System
5. Ion Fission Engines	



A-wing



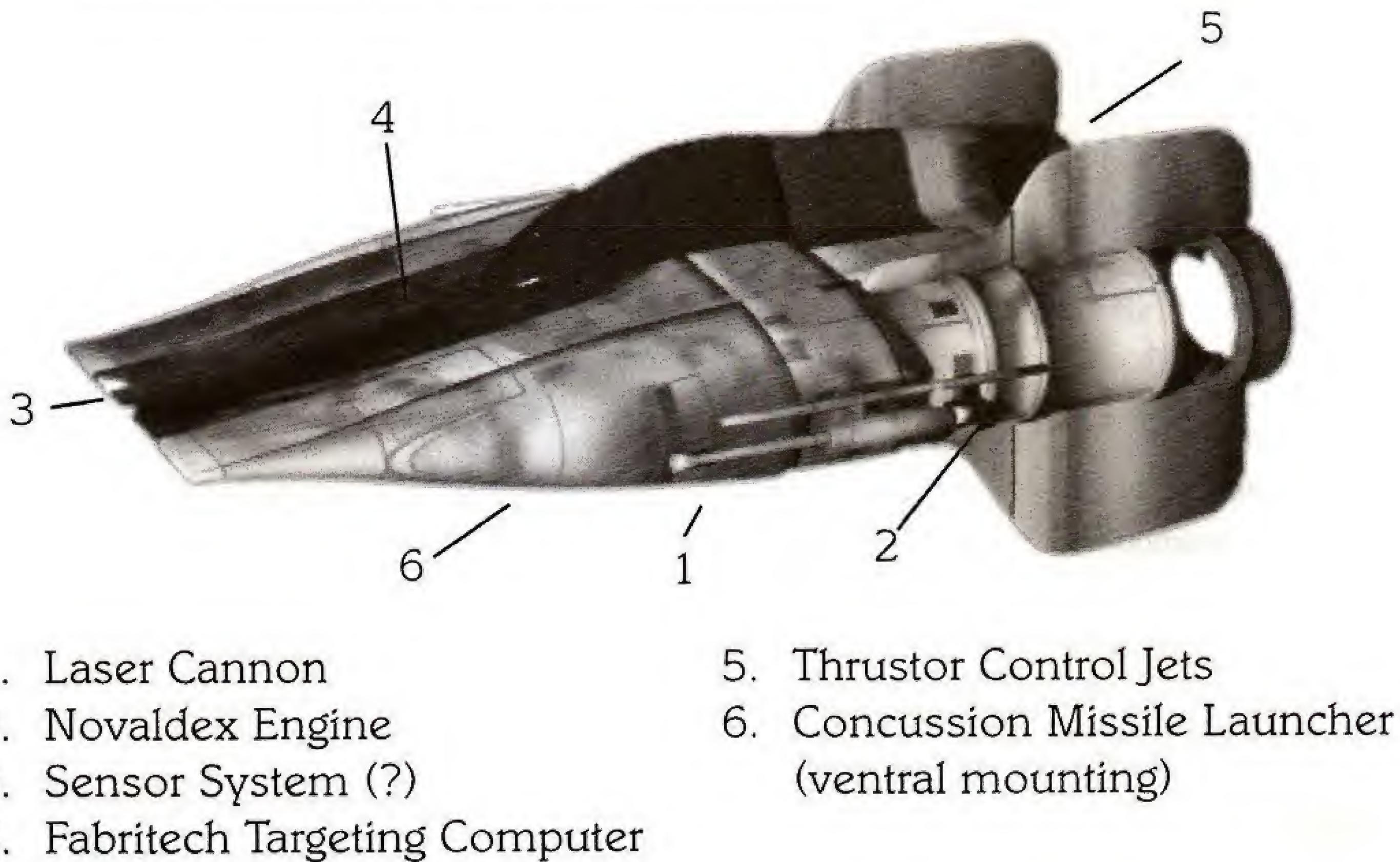
The A-wing fighter is one of the Rebel scum's newest weapons. In early skirmishes, our pilots report that this craft, whose designation is still unknown, may be faster than even our vaunted TIE Interceptors. Our experts deny that claim, however, and suggest that the TIE pilots making these claims be sent back to cadet school. The A-wing's maneuverability is very good, however, though it appears to carry only a pair of laser cannons and no auxiliary weapons systems.

The A-wing appears to have a strong sensor array. None of our ships has been able to surprise one. We have noticed on two occasions that A-wings seemed to cease operation suddenly. Unfortunately, overzealous TIE pilots blasted the crippled spacecraft into rubble without thinking once of salvaging them intact. To date, we have not be able to get our hands on one of these fighters.

One pilot reports that the A-wing laser cannons seemed to shoot at odd angles, indicating a maneuverable firing system. He also stated that the A-wing fired backward, though we doubt the veracity of that claim.

Name/Model#	RZ-1 A-wing Starfighter
Designer/Manufacturer:	Dodonna/Blissex
Combat Designation:	Long Range Fighter/Interceptor
Crew:	1 pilot
Power System:	MPS BPr-99 power convertor and fusion reactor
Propulsion Engines:	Twin Novaldex J-77 "Event Horizon" engines (rated at 400 KTU)*
Speed Rating:	120 MGLT
Flight Control System:	Torplex Rq9.Z advanced flight control avionics package
Maneuverability Rating:	100 DPF*
Navigation:	Microaxial LpL-449 computer system
Hyperdrive:	Incom GBk-785 motivator drive unit
Sensor Systems:	Fabritech ANs-7e unit with one Phased Tachyon Detection Array model# PA-9r and one short range Primary Threat Analysis Grid model# PG-7u
Targeting Computer:	Fabritech ANq 3.6 tracking computer and IN-344-B "Sightline" holographic imaging system
Weapons:	Two Borstel RG9 Laser Cannons (single fire or fire-linked) Two Dymek HM-6 Concussion Missile Launchers (6 missiles each)
Shields/Armor:	Forward/Rear Projecting Sirplex Z-9 Shields (rated at 50 SBD) Titanium alloy hull (rated at 15 RU)

* This information is highly suspect. Other information is best guess based on remote telemetry, pilot debriefings, and incomplete field operative reports.





Mon Calamari Cruiser



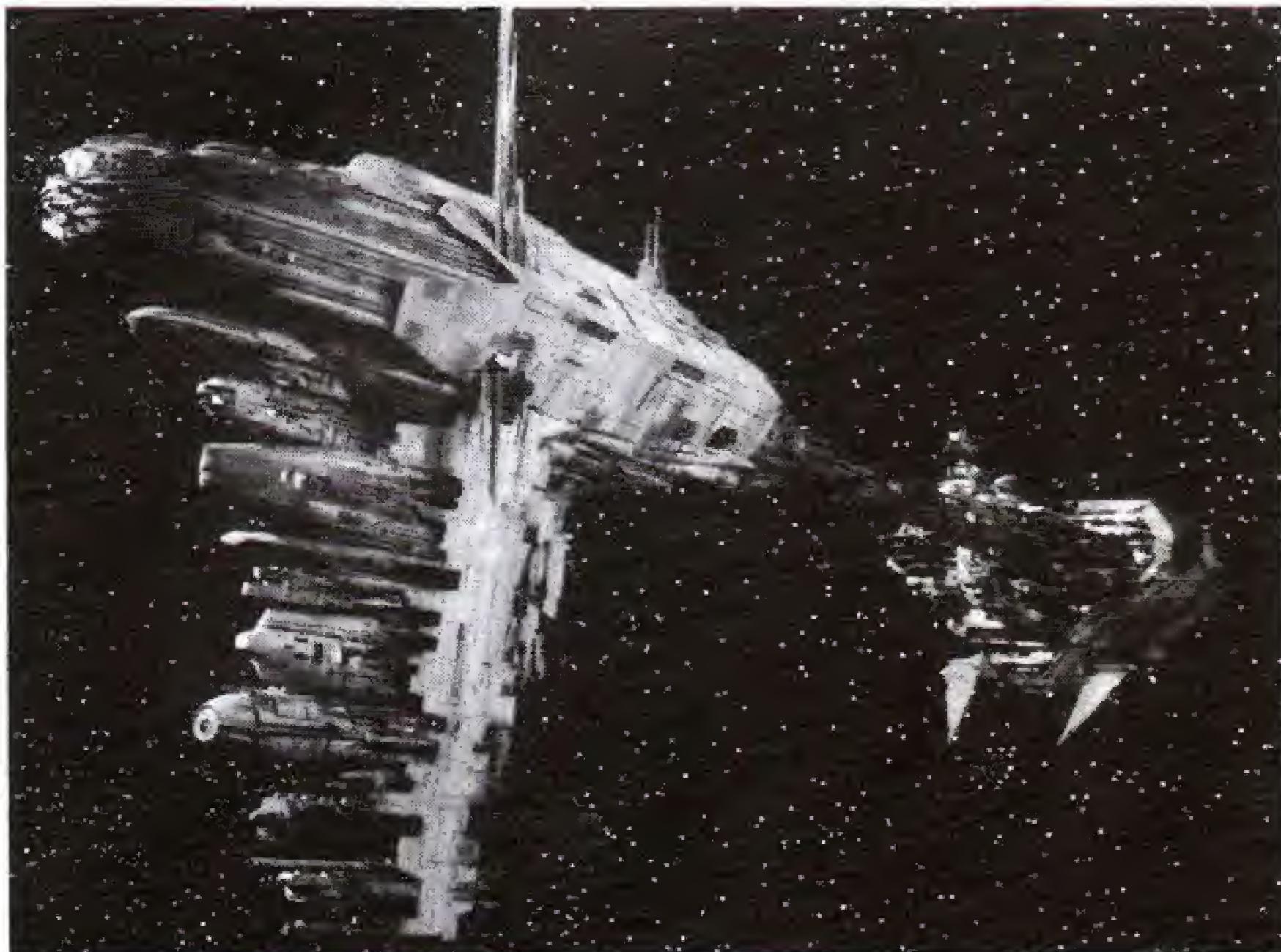
Those vile-smelling creatures of that drenched planet Mon Calamari have turned their eccentric talents to the other side. How they can build effective starships when they appear to have no plans or specifications is beyond the scope of this document to answer. However, it remains true that they have refitted many of their decadent luxury vehicles to the purposes of the enemy.

Their largest vehicle, designated the MC80 Star Cruiser, is an organically shaped monstrosity, something like a pickle to our observers. Unfortunately the laughter stops when the MC80 opens fire with its 48 turbolaser batteries and 20 ion cannons. This is a spacecraft that can actually challenge a Star Destroyer! Not that it would defeat our mighty craft, but it could do significant damage.

Mon Calamari vehicles are difficult to defeat. They are made with many redundant systems, so they do not cripple easily. They can also carry with them a large crew of soldiers and serve as a base for several squadrons of starfighters. Finally, they are crewed by the bizarre combination of Calamarians and Quarren, whom our Imperial Navy experts must reluctantly acknowledge as superior spacefarers. Their handling of the ships of their fleet has added significantly to the Rebels' cause. We recommend the total annihilation of Mon Calamari as soon as operations permit such an endeavor.

Name/Model#	MC80a
Designer/Manufacturer:	Mon Calamari
Combat Designation:	Capital Starship
Length:	1200 meters
Crew:	5,402 (668 officers, 4734 enlisted)
Weapons:	48 Taim & Bak XV9 Turbolasers (computer assisted targeting) 20 ArMek SW-7 Ion Batteries Six Phylon-Q7 Tractor Beam Projectors
Starfighter Squadrons:	2 X-wing, 3 Y-wing, 1 A-wing

Nebulon B Escort Frigate



Although the Nebulon B still sees service as an Imperial convoy escort craft, reports have been reaching military HQ regarding its increasing use with the Rebel dogs. It is not clear where the rabble are obtaining such powerful ships, but the reports are too numerous to doubt. We have, therefore, included the Nebulon B among the Rebel ships, even though it is still technically one of ours.

The addition of the Nebulon B frigate to the side of the

enemy represents a disturbing trend. This is a powerful ship. Certainly not a Star Destroyer, but still a capital ship of immense capability. In the service of the Empire, it holds a complement of two squadrons of TIE fighters (24 in all). With its powerful turbolasers and other weapons and shields, this is a formidable escort vehicle that has made the enemy think twice about attacking our convoys.

However, in enemy hands, this represents a dangerous opponent, as there are few ships outside of the Star Destroyers and the older Victory class destroyers, that out-gun the Nebulon B. With a squadron or two of X-wing fighters, this can become the platform for dangerous Rebel missions. We recommend that all efforts be taken to search out and destroy any Nebulon B frigates that have found their way into enemy hands, and further, that stringent means be undertaken to tighten security and to prevent more of these ships from being used against us.

Name/Model#	EF76-B
Designer/Manufacturer:	KDY
Combat Designation:	Escort Starship
Length:	300 meters
Crew:	920 (77 officers, 843 enlisted)
Weapons:	12 Taim & Bak XI 7 Turbolasers (computer assisted targeting) 12 Borstel RH8 Laser Cannons Two Phylon-Q7 Tractor Beam Projectors
Starfighter Squadrons:	One X-wing or A-wing plus one Y-wing



Corellian Corvette (Blockade Runner)



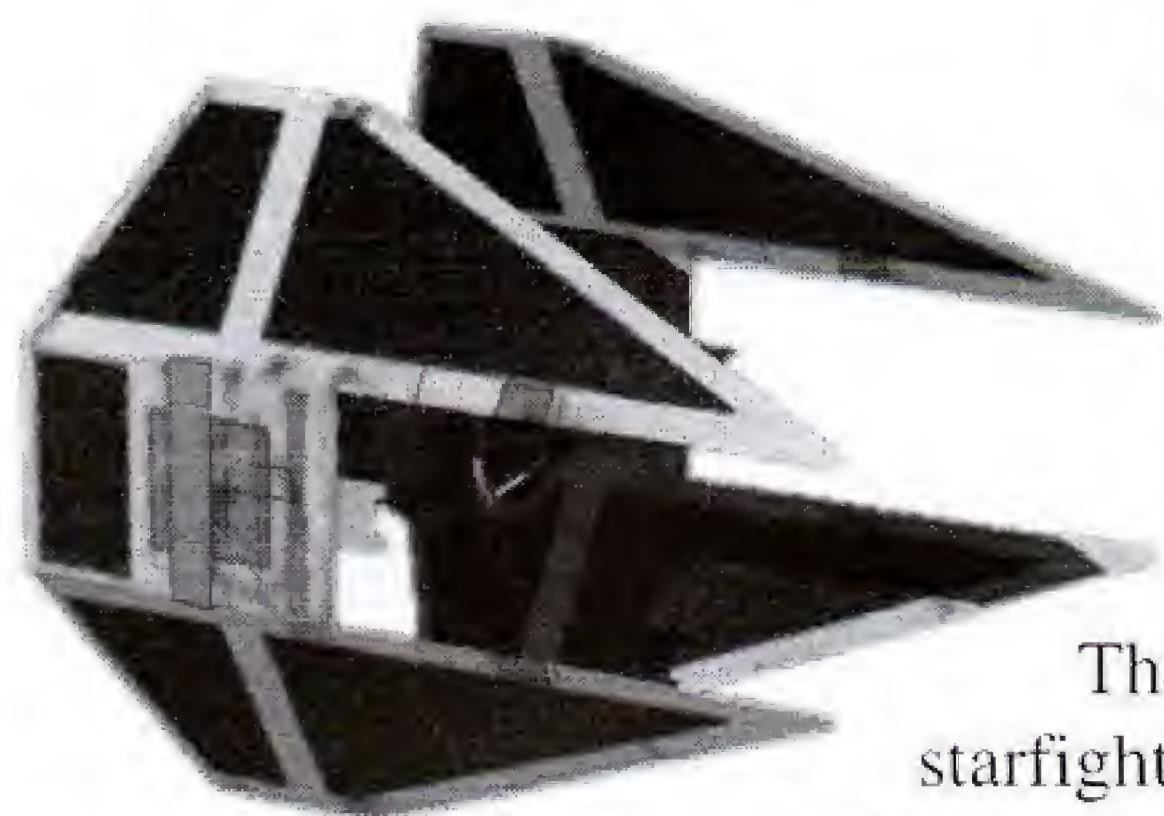
The Corellian Engineering Corporation builds multi-purpose ships of all kinds. While most shipyards are building specialized spacecraft, Corellians still produce models that cover a wide range of purposes. The Corellian Corvette is a good example of such versatility. This mid-range vessel can function equally well as a troop transport, light escort, cargo or passenger carrier. Although the Corvette may be unable to compete with more specialized vehicles, it is to be found throughout the galaxy.

Many older Corellian Corvettes find their way into the hands of smugglers and other criminals, and not a few of them have been enlisted by the Rebel traitors. Because the Corellians like very fast sublight ships with quick turnaround into hyperspace, these vehicles can prove troublesome to many of our Imperial picket lines and patrol ships.

Name/Model#	CR90 Blockade Runner
Designer/Manufacturer:	Corellian Engineering Corporation
Combat Designation:	Multi-purpose starship and transport vessel
Length:	150 meters
Crew:	46 (8 officers, 38 enlisted)
Weapons:	Six Taim & Bak H9 Dual Turbolasers

Imperial Vessels

TIE Fighters



The Twin Ion Engine (TIE) fighter is the primary starfighter of the Empire. There are several models of TIE starfighter currently in service throughout the Imperium. No single starfighter is as well represented throughout the galaxy, and our TIE fighters perform well against all opposition.

All TIE fighters are manufactured by Sienar Fleet Systems (SFS), formerly known as Republic Sienar Systems. SFS has produced TIE fighters in enormous quantities, though their output has recently fallen off as resources are diverted to top secret projects outside the scope of this document.

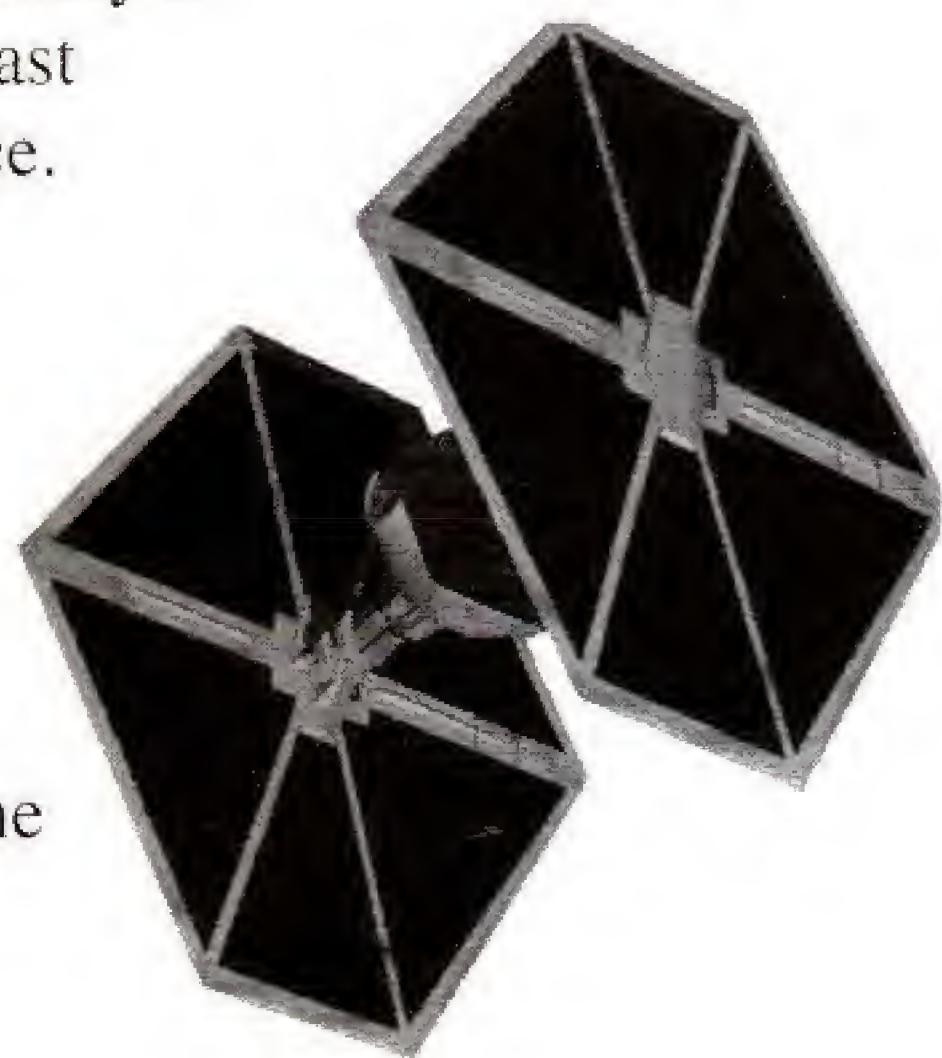
Propulsion

Propulsion systems in all TIE fighters are the same, using twin ion engines. Using microparticle accelerators, ionized gasses are excited to near lightspeed. When released through the adjustable rear vents of the TIE fighter, the resultant thrust produces a fast-moving, highly maneuverable craft. Extremely efficient mass-to-energy conversion and the addition of the distinctive solar panels allow the TIE fighter to carry limited fuel supplies. Since TIE fighters do not have hyperspace capability, they rarely venture far from their mother craft. Hyperdrives would affect the performance of the TIE fighter as well as cost the Imperial treasury a considerable sum due to the vast numbers of TIE fighters in service.



Maneuverability

Ion streams can be directed in almost any direction, making the TIE fighter highly maneuverable. Once a pilot has mastered the craft, he can perform complex rolls and spins as well as slip-and-drift maneuvers that can lose all but the most determined of pursuers. Some maneuvers place great strain on the spacecraft, however, and it is not advisable to come to a 180-degree, full-thrust stop as severe damage may result.

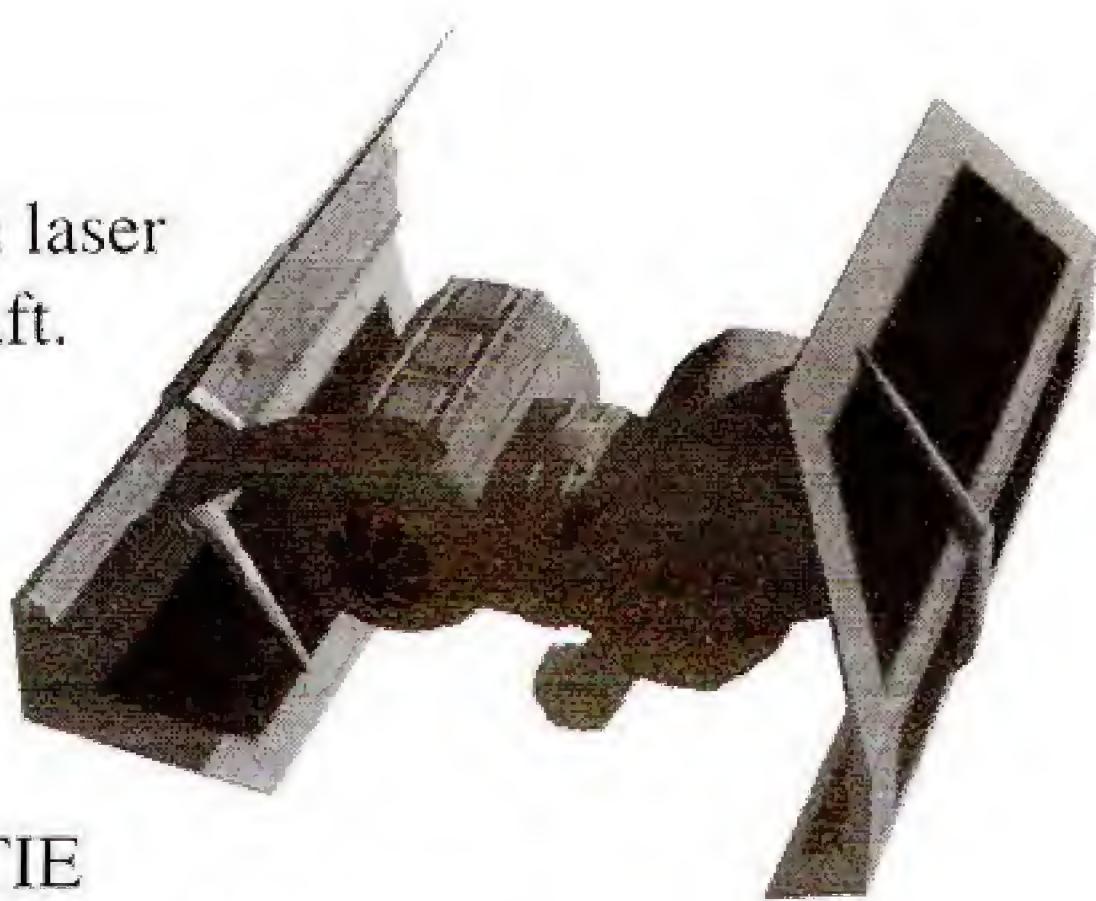
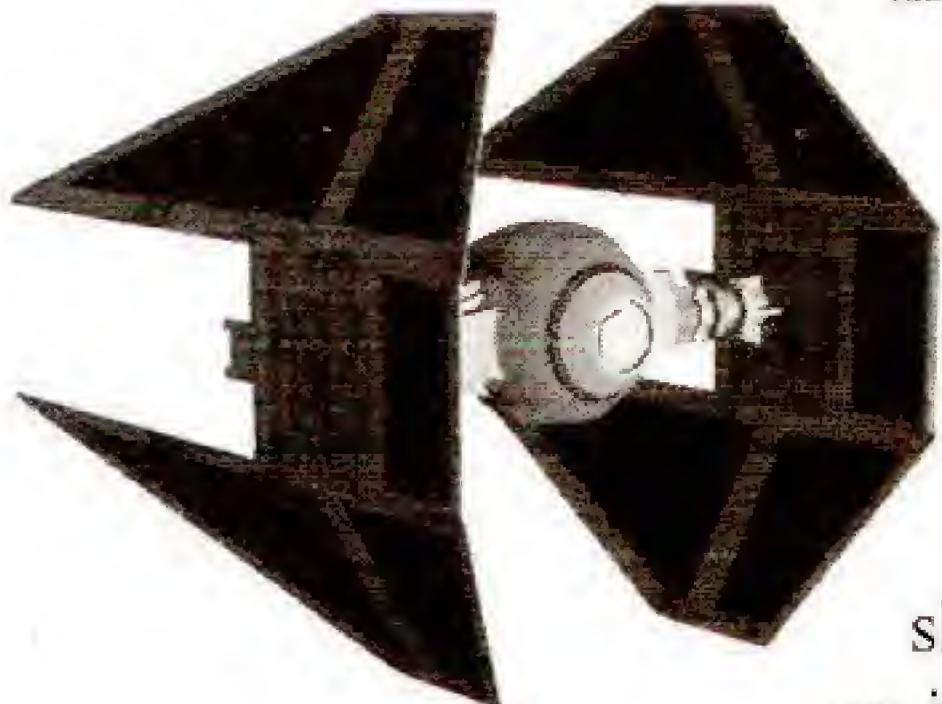




Weapons Systems

Standard armament on the TIE fighter consists of twin laser cannons mounted in the spherical shell of the spacecraft. Originally these cannons were powered by the ion engines, but during battle, the starfighter's performance would suffer, so separate power batteries were later installed, making the lasers even more powerful without substantially reducing

the performance of the TIE fighter. Some models of the TIE fighter have different armament configurations.

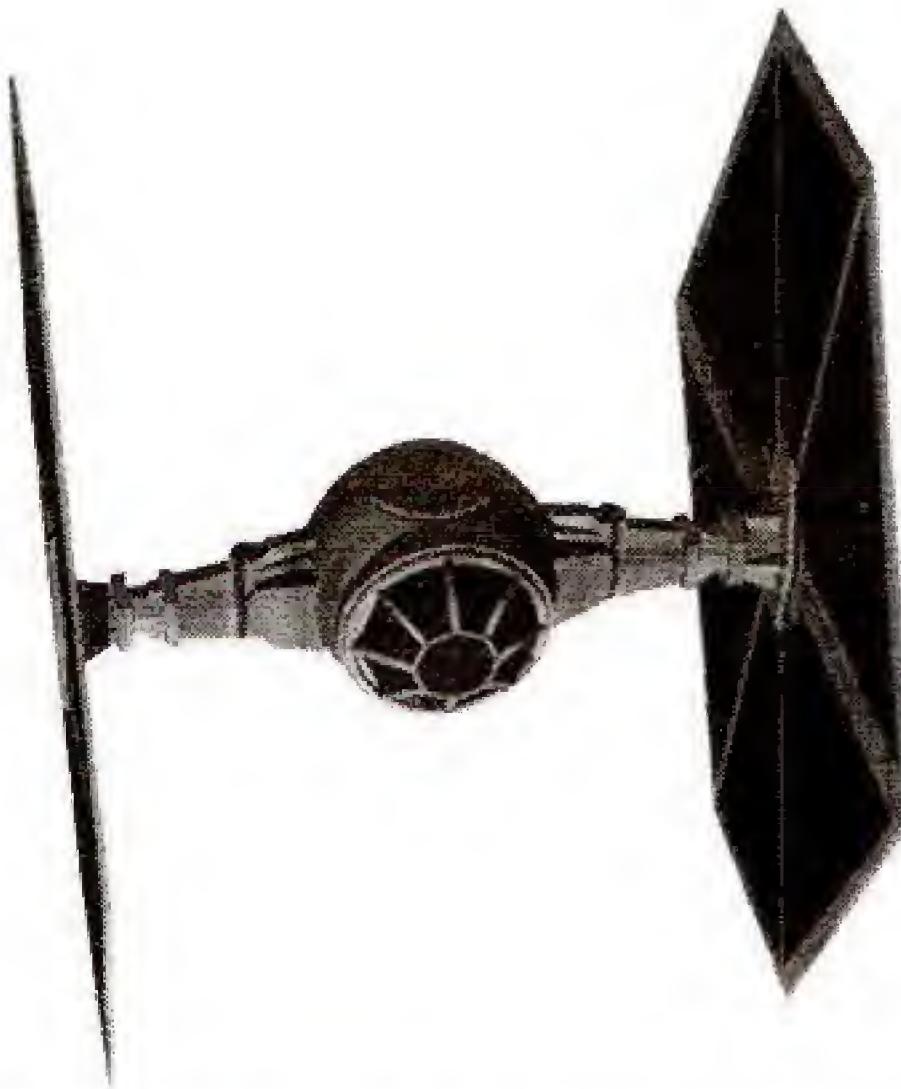


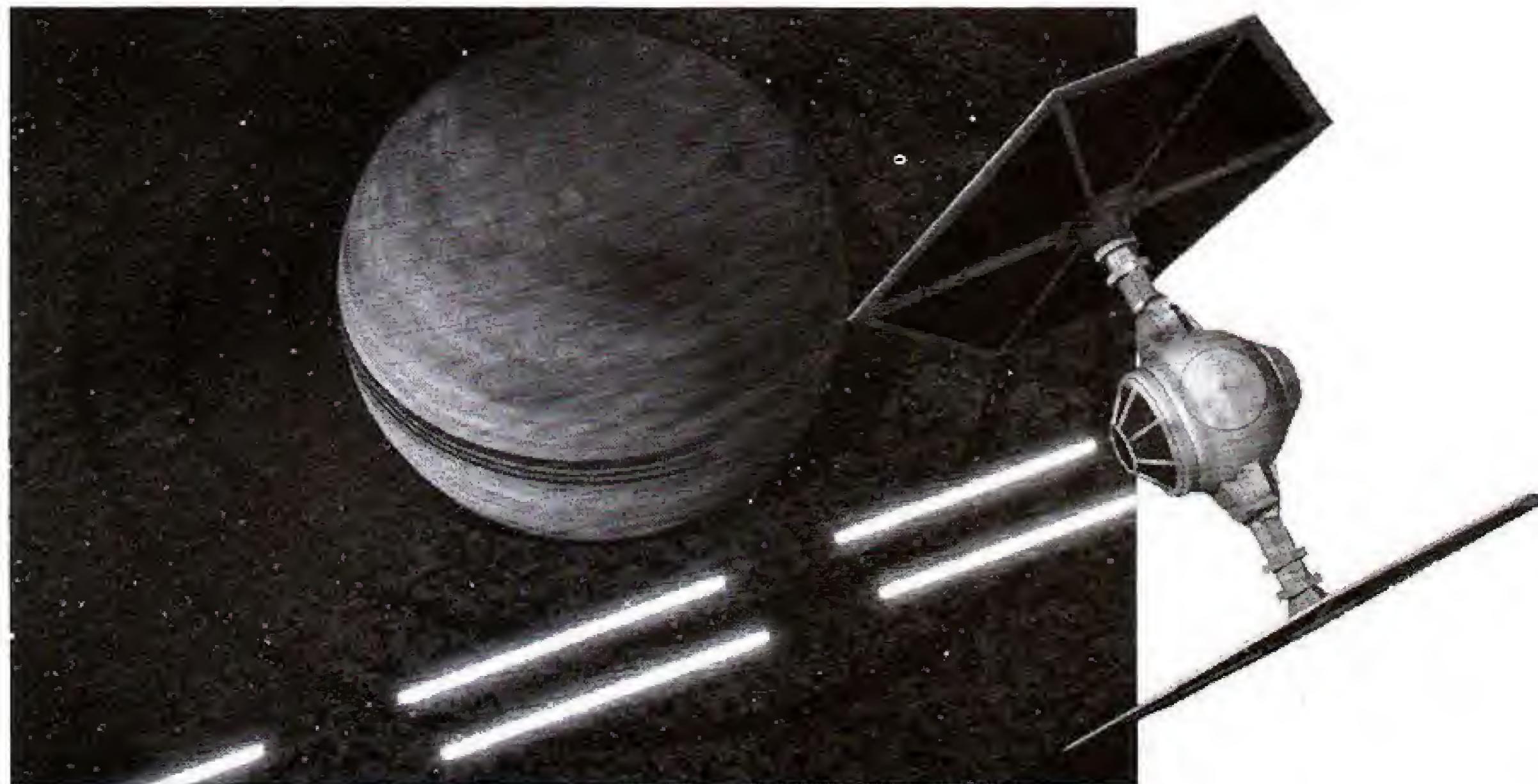
Shields

One dangerous weakness of the TIE series of fighters is its lack of deflector shields. When going up against the shielded Rebel craft such as the X-wing and Y-wing fighters, an individual TIE fighter can be at a disadvantage. Although we make up for this problem with sheer numbers and superior tactics, our armored solar panels and main hull rarely provide much protection against a direct laser hit, let alone a proton torpedo.

TIE Starfighter Models

There are several TIE fighters in service. Some are only specialized variants of the most common model, the TIE Starfighter. Others are redesigned and rebuilt for specific purposes. For instance, the TIE/rc is a lightly-armed version used for reconnaissance missions. The TIE/fc is used as a long-range fire control and target acquisition craft to help direct more accurate long-range bombardment missions. The TIE/gt is a retrofitted TIE Starfighter used for carrying missiles and bombs, but is largely giving way to the new TIE Bomber which features a secondary hull used for carrying armaments. Finally, the TIE Interceptor is arguably the fastest fighter in galactic space, though some have suggested that the Rebel A-wing is as fast or faster.





TIE Starfighter

The backbone of the Imperial starfighter fleet is the TIE Starfighter. This versatile craft performs all operations including fleet escort, reconnaissance, space patrol, planetary guard, and hunter/destroyer. Pilots of the TIE Starfighter enjoy a speed and maneuverability advantage over almost any spacecraft currently in operation, although recent advances by the Rebels have brought them close, or even superior to, the TIE.

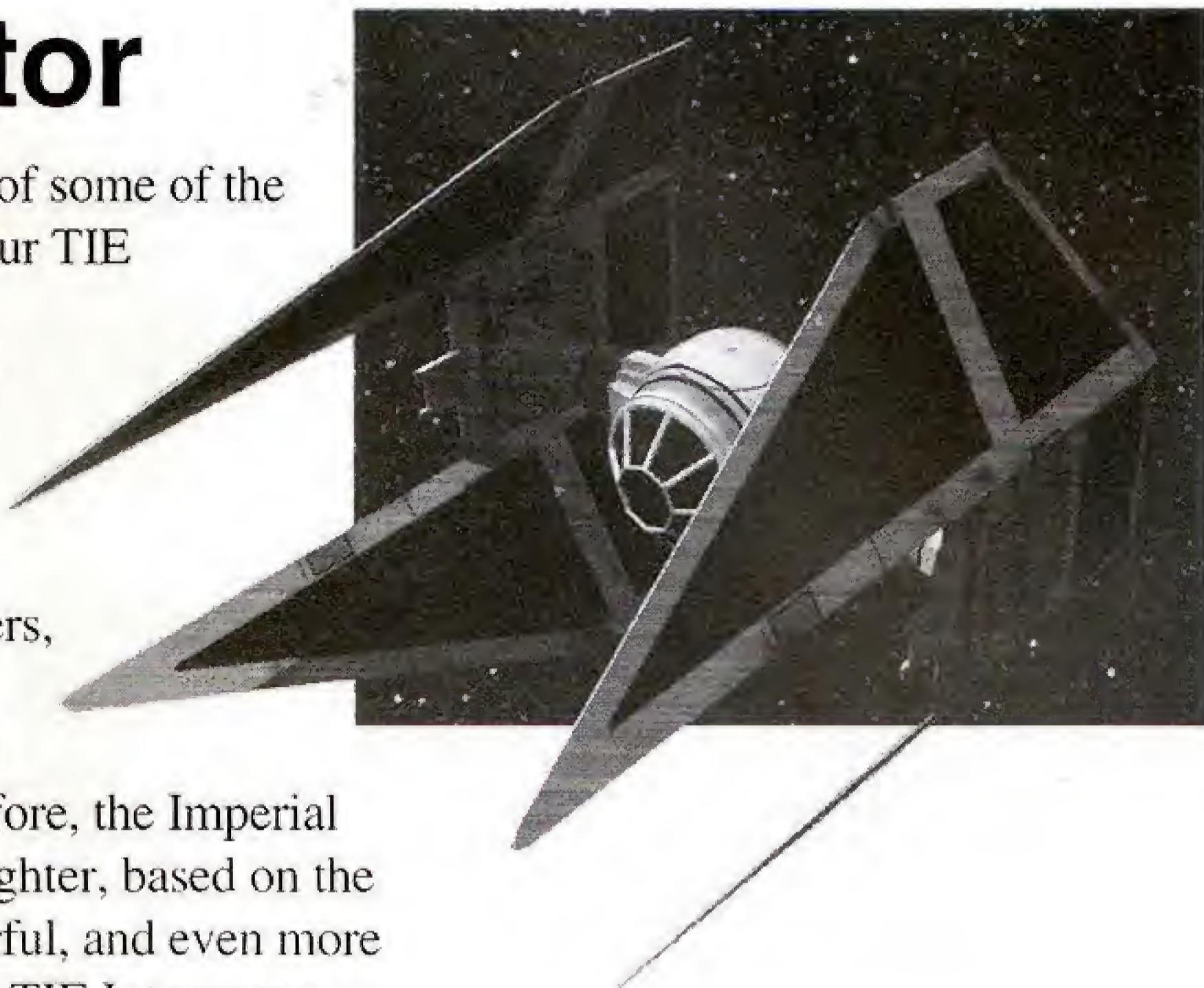
The TIE Starfighter matches well with the Rebel X-wing and shows some superiority to the Y-wing. However, Rebel starfighters support more weaponry and have deflector shields, making them dangerous foes in one-on-one combat. Fortunately, our TIEs generally enjoy superiority of numbers, making even the most talented and stubborn of Rebel pilots run away and jump to hyperspace to escape.

Name/Model#	TIE Starfighter
Designer/Manufacturer:	Sienar Fleet Systems
Combat Designation:	Space Superiority Fighter
Crew:	1 pilot
Power System:	SFS I-a2b solar ionization reactor
Propulsion System:	SFS P-s4 Twin ion engines (rated at 150 KTU)
Speed Rating:	100 MGLT
Flight Control System:	SFS F-s3.2 flight avionics system
Maneuverability Rating:	100 DPF
Navigation:	SFS N-s6 Navcon computer system
Hyperdrive:	none
Weapons:	Two SFS L-s1 Laser Cannons (single or fire-linked)
Shields/Armor:	No shields; Titanium hull with Quadanium® Steel armored Solar Panels (rated 15 RU)



TIE Interceptor

There has been concern on the part of some of the leaders of our Imperial forces that our TIE Starfighters were no longer distinguished as the most advanced starfighter in the galaxy. The rabble of the Alliance have managed, with the help of the Incom traitors and other sympathizers, to create a highly versatile and dangerous series of starfighters, led most notably by the X-wing. Therefore, the Imperial leaders have conceived a new starfighter, based on the TIE designs, but faster, more powerful, and even more maneuverable. This new craft is the TIE Interceptor.

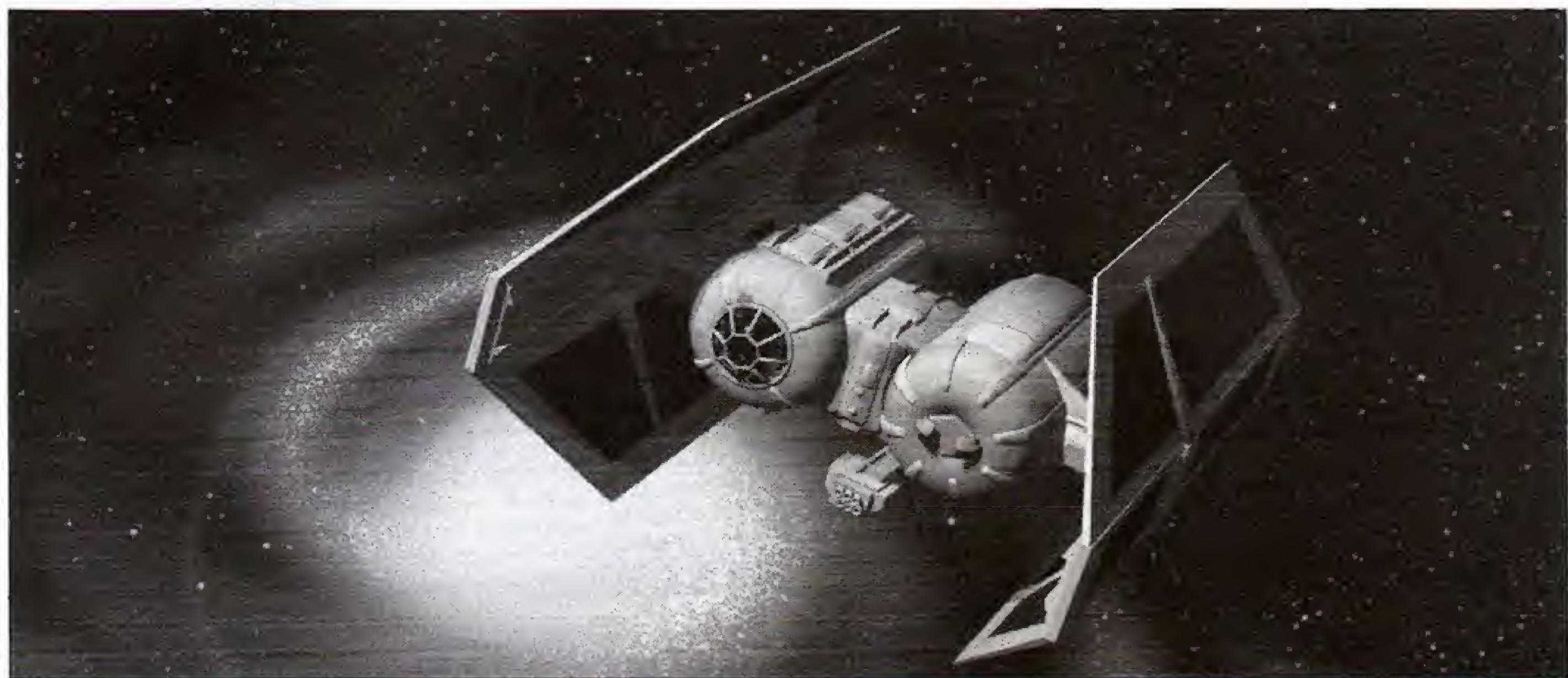


The TIE Interceptor is based on the custom bent-wing TIE fighter designed by Lord Darth Vader. Its twin ion engines have been enlarged with added power coming from the greater surface area of the solar panels. At this time, the TIE Interceptor is the fastest starfighter in existence. Some claim that the Rebel A-wing is faster, but no evidence exists to confirm or deny that claim.

Visibility problems with the oversized solar panels are solved by the dagger shape of the front panels, and firepower has been increased by the addition of four laser cannons mounted in the fronts of the solar panels, at the points of the "daggers." The twin chin-mounted cannons have been removed from the fuselage. To improve accuracy, the targeting software for the weapons guidance systems has also been updated.

Name/Model#	TIE Interceptor
Designer/Manufacturer:	Sienar Fleet Systems
Combat Designation:	Space Superiority Fighter
Crew:	1 pilot
Power System:	SFS I-s3a solar ionization reactor
Propulsion System:	SFS P-s5.6 Twin ion engines (rated at 175 KTU)
Speed Rating:	110 MGLT
Flight Control System:	SFS F-s4 flight avionics system
Maneuverability Rating:	125 DPF
Navigation:	SFS N-s6 Navcon computer system
Hyperdrive:	none
Weapons:	Four SFS L-s9.3 Laser Cannons (single or fire-linked)
Shields/Armor:	No shields; Titanium hull with Quadanium® Steel armored Solar Panels (rated 20 RU)

TIE Bomber



The TIE Bomber is one of the newest of the TIE series. Featuring a double-hull, this fighter/bomber can carry a lethal load of proton torpedoes, guided missiles, orbital mines, or free-falling thermal detonators.

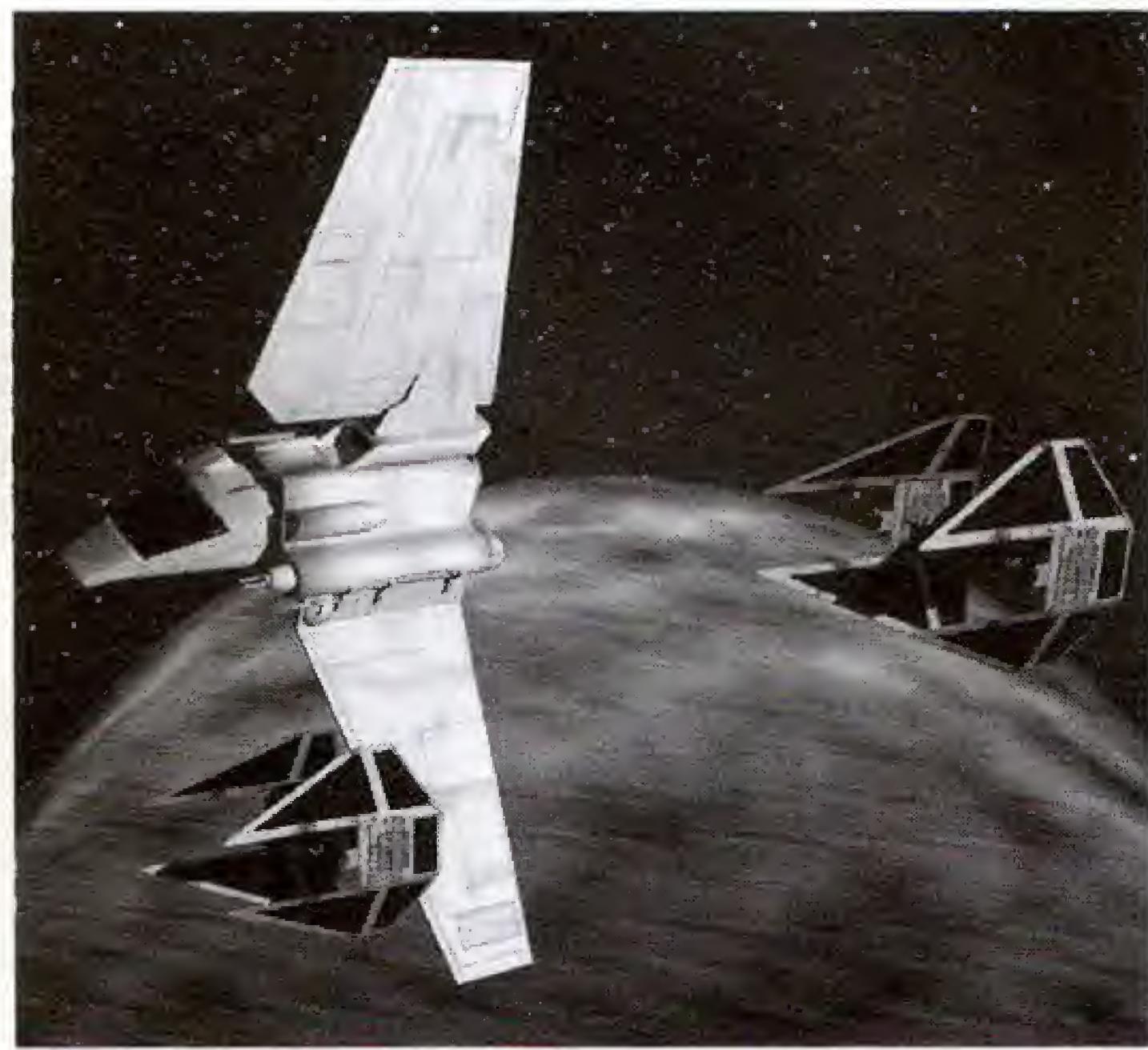
The TIE Bomber excels at surgical placement of ordinance, picking out small targets on planetary surfaces or on enemy ships. In contrast with full-scale naval bombardment which leaves only rubble behind, the TIE Bomber can selectively destroy military targets while leaving commercial or military assets untouched. With its small size and high speed, the TIE Bomber can often slip past defense systems set up to watch for larger craft.

Name/Model#	TIE Bomber
Designer/Manufacturer:	Sienar Fleet Systems
Combat Designation:	Space Bomber
Crew:	1 pilot
Power System:	SFS I-a2b solar ionization reactor
Propulsion System:	SFS P-s4 Twin ion engines (rated at 125 KTU)
Speed Rating:	80 MGLT
Flight Control System:	SFS F-s3.2 flight avionics system
Maneuverability Rating:	75 DPF
Navigation:	SFS N-s4 Navcon computer system
Hyperdrive:	none
Weapons:	Two SFS L-s1 Laser Cannons (single or fire-linked) Two SFS M-s3 Concussion Missile Launchers (4 missiles each) Two SFS T-s5 Proton Torpedo Launchers (2 torpedoes each)
Shields/Armor:	No shields; Titanium hull with Quadanium® Steel armored Solar Panels (rated 50 RU)

Imperial Shuttle

The Imperial Shuttle was designed for transporting very important personnel from one base to another. It can be used in both vacuum and atmospheric conditions and can carry as many as 14 passengers, although it often carries only one or two in more luxurious conditions.

The Imperial Shuttle has some hyperspace capability and carries strong shields. Some models are heavily armed, while others may be almost stripped of armament and shields.



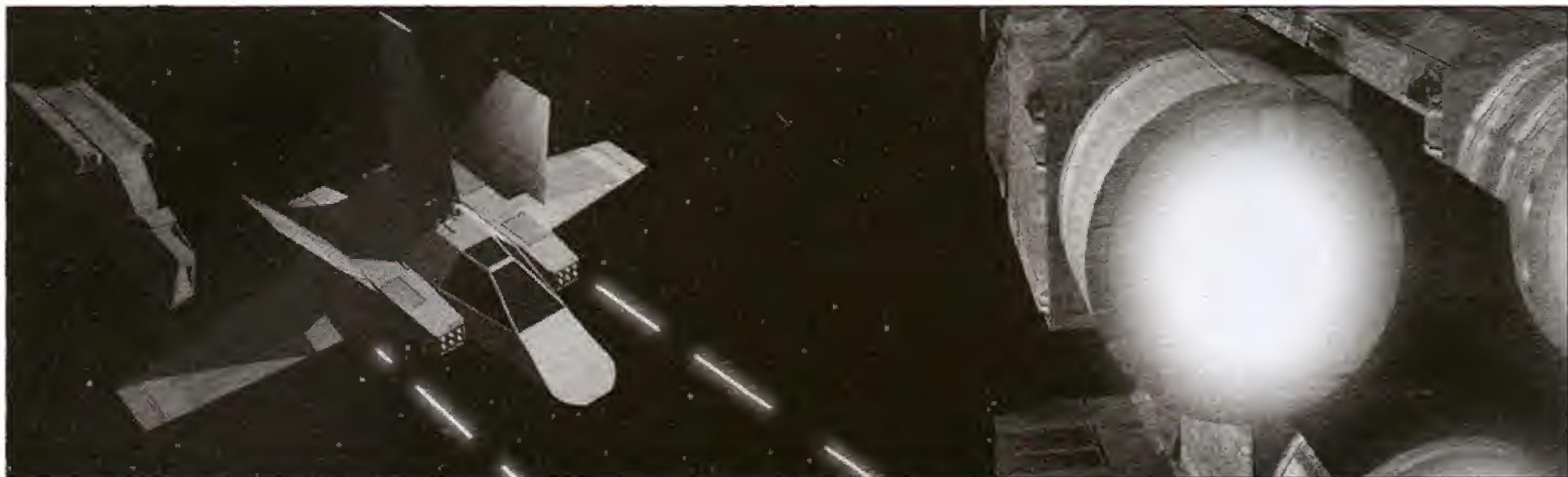
Name/Model#	Lamda Class T-4a "Imperial Shuttle"
Designer/Manufacturer:	Cygnus Spaceworks
Combat Designation:	Armed Government Transport Shuttle
Length:	20 meters
Crew:	4
Passengers:	1-14
Weapons:	10 Taim & Bak KX5 Laser Cannons (8 fwd and 2 aft)

Stormtrooper Transport

The Stormtrooper Transport is an assault vehicle designed to take over enemy ships. With only five crewmembers, it can ferry up to 30 stormtroopers, or 10 elite Imperial Zero-G stormtroopers—highly trained assault and boarding units of the Imperial Navy.

Stormtrooper Transports feature very strong shielding, particularly in the front of the craft. It also carries a variety of weapons. Using a universal docking mechanism, it can attach itself to most ships, or it can bore its own hole in the hulls of most enemy vessels.

Name/Model#	Delta Class Dx-9
Designer/Manufacturer:	Telgorn Corporation
Combat Designation:	Assault Fighter/Gunboat
Length:	25 meters
Crew:	5
Weapons:	Eight Taim & Bak KT4 Laser Cannons Four AirMek SW-2 Ion Cannons Two Krupx MG7 Proton Torpedo Launchers (5 torpedoes each)
Shields/Armor:	Forward/Rear Projecting Novaldex Shields (rated at 125 SBD) Quadanium® Steel armored titanium hull (rated at 80 RU)



Assault Gunboat

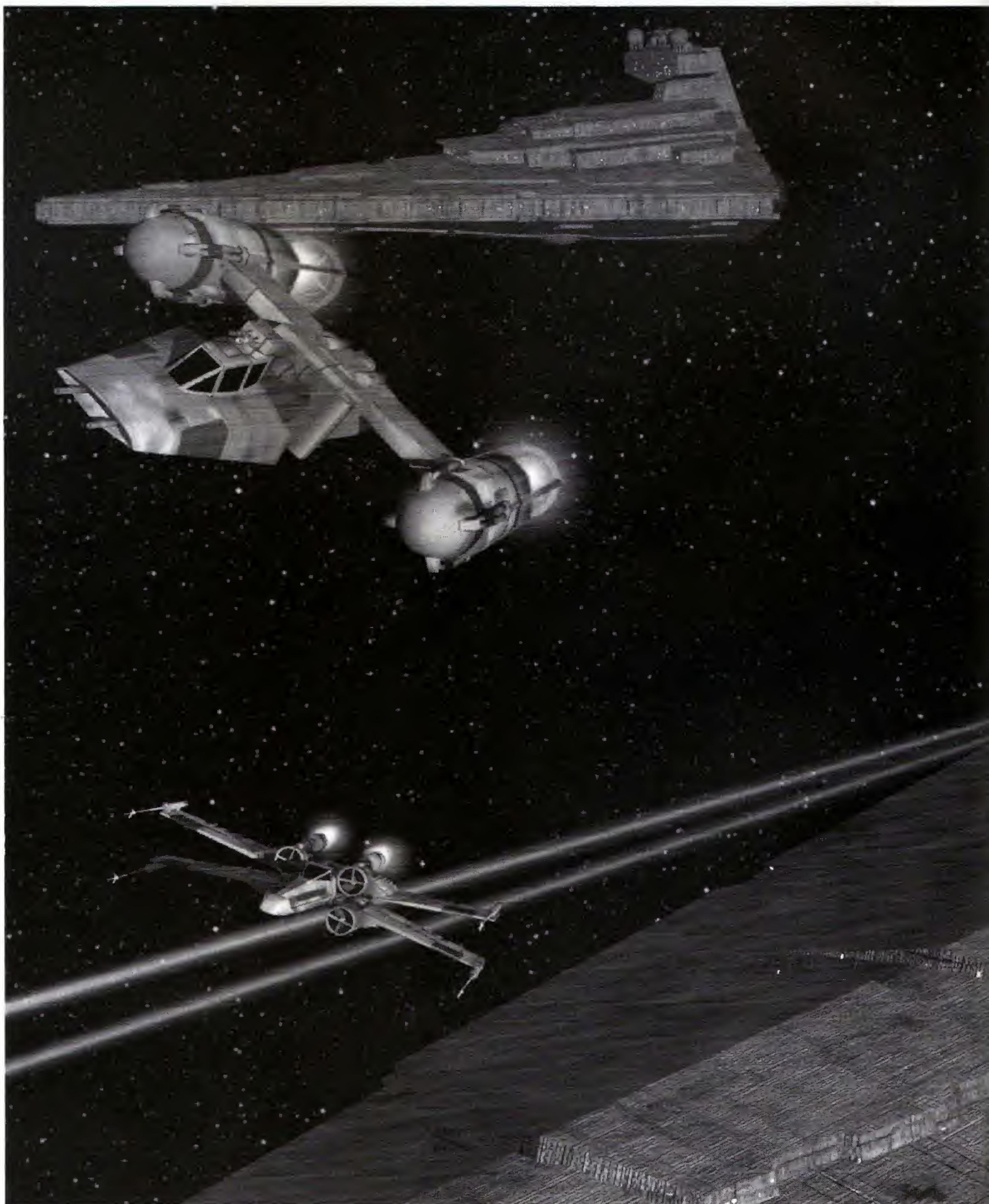
The Imperial Navy's newest spacecraft is the Cygnus Alpha Class Xg-1. After developing the beautiful Imperial Shuttle, Cygnus was awarded the contract to develop an assault vehicle, and the Xg-1 is the result. Due to its unique five-wing design, the Xg-1 is commonly known as the Star Wing. Equally at home in vacuum or atmosphere, the unique wing design can adjust to conditions, thanks in part to a revolutionary computer system from Miradyne.

The Star Wing is designed for offensive strike missions against enemy convoys and fleet craft. Its fire power and heavy shielding make it ideal for escort roles as well, and as an assault vehicle in combination with the Stormtrooper Transport, it is unmatched.

Name/Model#	Alpha Class Xg-1 Star Wing
Designer/Manufacturer:	Cygnus Spaceworks
Combat Designation:	Assault Fighter/Gunboat
Crew:	1 pilot
Power System:	Iotek 9j ion power cells and ionization reactor
Propulsion Engines:	Cygnus 4K7 Dual Line ion engines (rated at 300 KTU)
Speed Rating:	90 MGLT
Flight Control System:	Miradyne RCS-6 flight avionics system
Maneuverability Rating:	90 DPF
Navigation:	SFS N-s8.6 Navcon computer system
Weapons:	Two Taim & Bak KX5 Laser Cannons (single fire or fire-linked) Two Borstel NK-3 Ion Cannons (single fire or fire-linked) Two SFS M-s-3 Concussion Missile Launchers (8 missiles each)
Shields/Armor:	Forward/Rear Projecting Novaldex Shields (rated at 100 SBD) Quadanium® Steel armored titanium hull (rated at 50 RU)

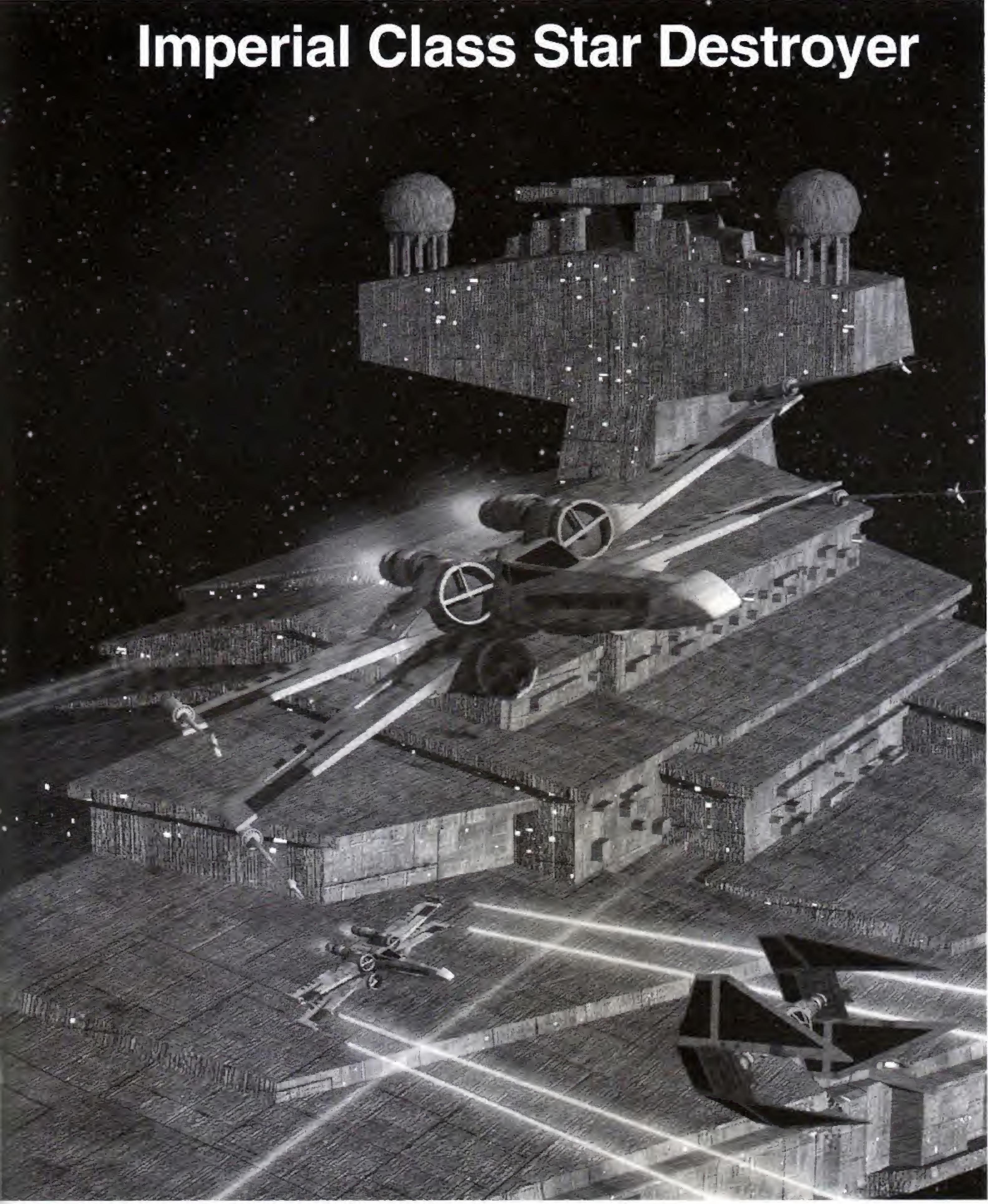


X-wing: The Farlander Papers





Imperial Class Star Destroyer





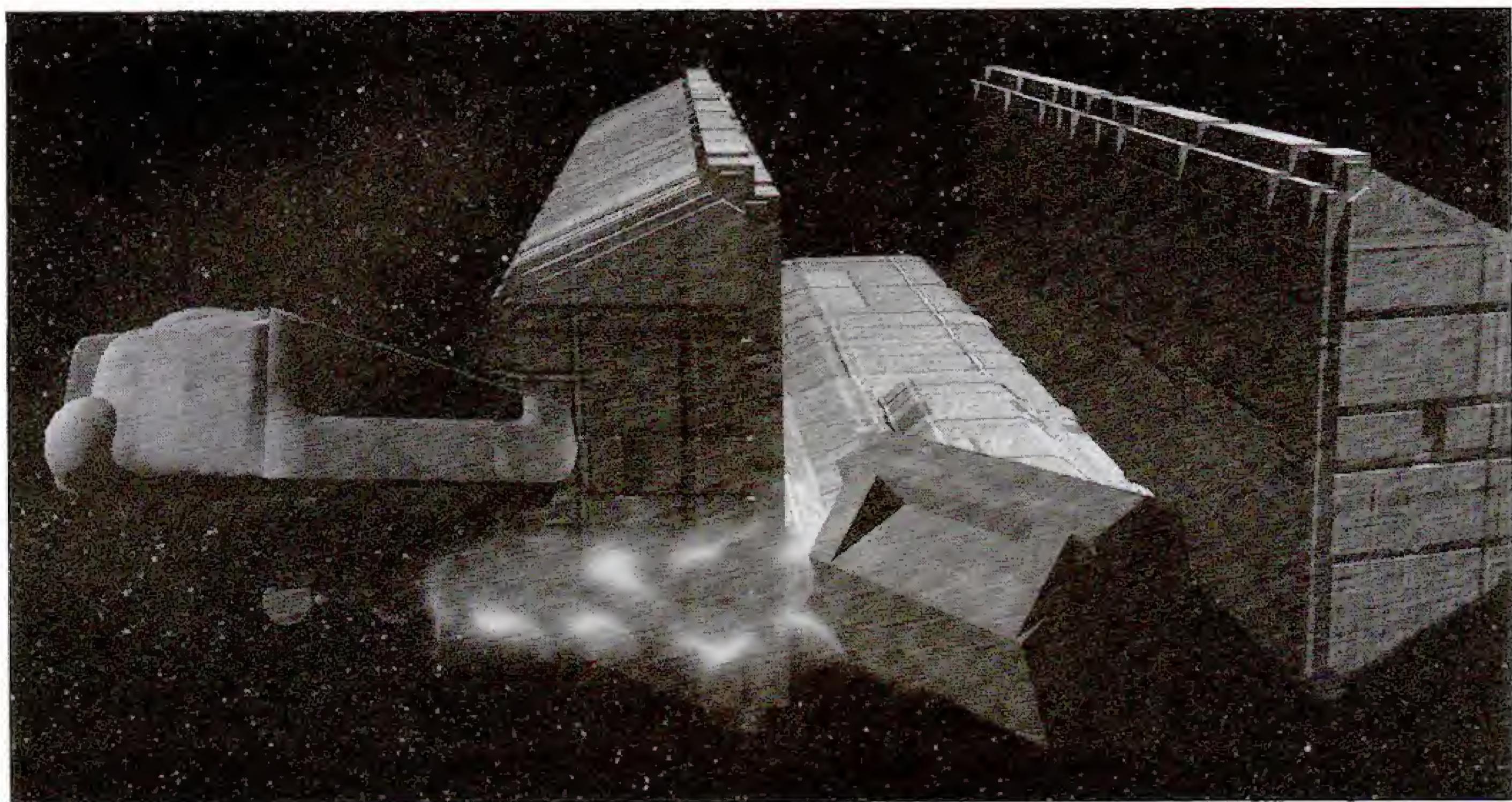
Imperial Class Star Destroyer

We look back to the various budgetary arguments with a certain sense of amusement. We remember when the bureaucrats of the former government fought so hard against the Imperial Class project. Their arguments about costs and feasibility studies and the like ring hollow in the face of the reality of a single Star Destroyer.

The Star Destroyer is an awesome achievement. Capable of reducing whole civilizations to ruin, it carries a full complement of AT-AT and AT-ST walkers along with assault craft, a full Storm Trooper division, and many squadrons of TIE fighters. Its 60 Turbolaser and 60 Ion Cannon batteries make it the most formidable weapons platform currently operating in galactic space.

Imperial Class Star Destroyers are expensive to produce, but their value in maintaining order and control throughout the inhabited worlds is immense. Their planetary assault capabilities are sufficient to subdue most underdeveloped worlds without additional support. Larger, more advanced civilizations may require several Star Destroyers working together. And in open space, nothing can truly challenge the Star Destroyer, though the ugly Calamarian monstrosity, the MC80, can cause trouble for a Star Destroyer, and two such ships could perhaps defeat it.

Name/Model#	Imperial-1 Class
Designer/Manufacturer:	KDY
Combat Designation:	Capital Starship
Length:	1600 meters
Crew:	37,085 (4,520 officers; 32,565 enlisted)
Power System:	SFS I-a2b solar ionization reactor
Weapons:	60 Taim & Bak XX-9 Heavy Turbolasers (computer assisted targeting) 60 Borstel NK-7 Ion Cannons (computer assisted targeting) 10 Phylon Q7 Tractor Beam Projectors
Starfighter Squadrons:	Three TIE Starfighter squadrons Two TIE Interceptor squadrons One TIE Bomber squadron
Planetary Assault Troops:	Full Standard Stormtrooper division 12 Landing Barges 20 AT-AT Walkers 30 AT-ST Walkers
Other Onboard Craft:	Eight Lambda Class Imperial Shuttles 15 Stormtrooper Transports 5 Assault Gunboats



Bulk Freighter

Bulk Freighters are the mainstay of galactic commerce. These huge spacecraft contain powerful, but slow, hyperspace and sublight engines (although many captains have refitted their engines for greater speed). A cargo vehicle of this size and capacity is simply not expected to outclass other vehicles, particularly not those of the Imperial Navy.

Bulk Freighters are tough, reliable spacecraft. Though they generally lack luxury and a lot of state-of-the-art components and weapons, they serve their purpose well, and often travel in convoys with more military ships to protect their cargo.

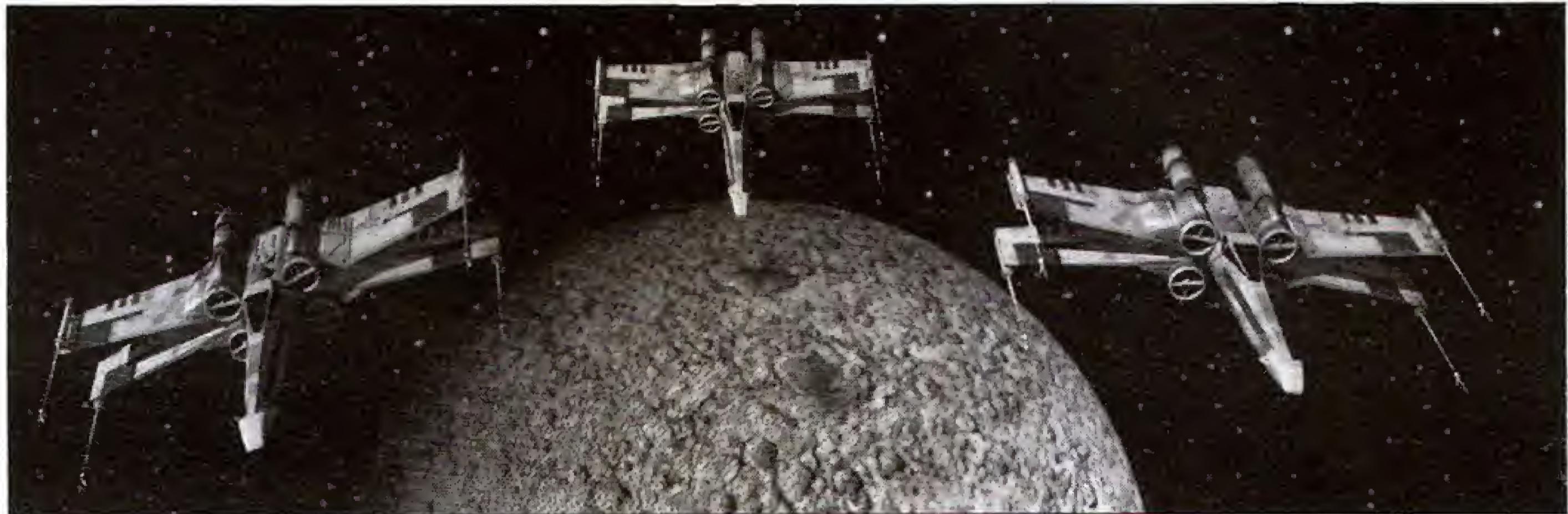
Space Tug

Space Tugs are small utility vehicles whose sole task is to move Space Containers from one location to another. Though small, Space Tugs contain very powerful (but slow) engines and tractor beams. We have found no military uses for Space Tugs, but they are obviously critical to the continued movement of materiel throughout the Empire.

Space Container

Space Containers are the basic modules of galactic commerce. These huge containers are packed with important goods and then loaded onto Bulk Freighters for transport to other systems. Space Containers are simple boxes, durable and rugged, and have no engines or other significant systems, other than those designed for special storage conditions.

Epilogue



When Keyan had finished reading the documents he had recovered from the Blockade Runner, he returned to Mon Mothma's office as directed. An aide told him that the C-in-C was not in, but that she could be found in Lecture Hall C, deck 5.

Not being very familiar with the layout of the ship after only two weeks, Keyan got lost several times while trying to find Lecture Hall C. So it is perhaps understandable that he was less than observant as the doorway irised open and he entered the lecture hall. He failed to see any significance to the fact that the room was full of pilots and crewmembers of Starfighter Command, and that Mon Mothma, General Dodonna, and even Admiral Ackbar himself stood on a raised platform at the back of the room.

Keyan was halfway up the aisle when he realized that everyone was staring at him. Embarrassed, he slowed down to a cautious pace, but General Dodonna called to him in a deep voice that resonated naturally through the hall.

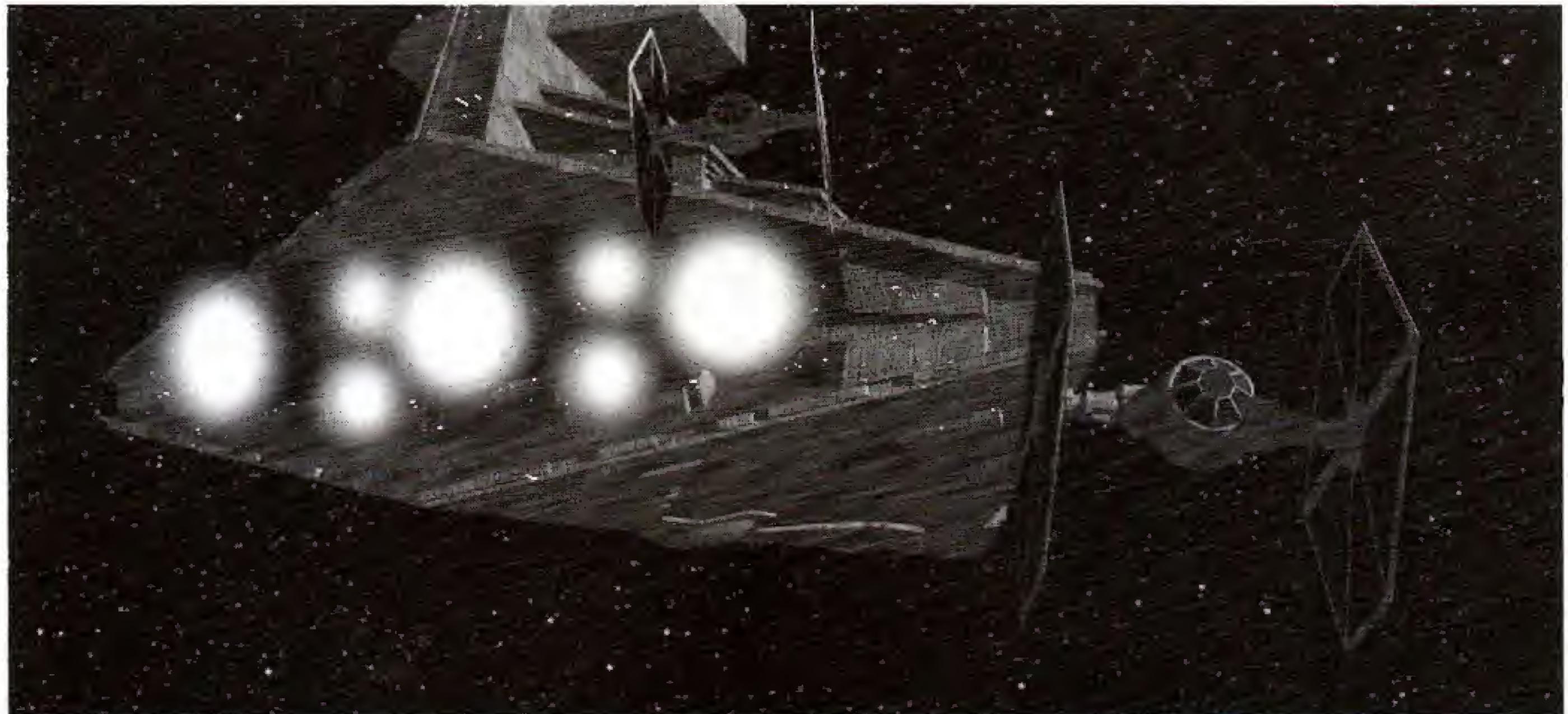
"Don't stop, Lieutenant Farlander. This party's for you."

But Keyan did stop. Did he say *Lieutenant*? He must have looked comical in his surprise, as he suddenly became aware that he had walked into some ceremony or other. Whatever the reason, everyone in the room burst into laughter, and Keyan felt the heat of chagrin on his cheeks. But Mon Mothma was beckoning him to the dais, and suddenly he found himself laughing, too. *Lieutenant Farlander*. It had a good ring to it.

"There are many heroes among us. We want to welcome one more." Mon Mothma was speaking as Keyan made his way up to the small stage. "Keyan Farlander came to us, like many others before him, with a conviction that the Empire must be destroyed. But like many of you before you joined the Alliance, he had not yet seen a way to fight so huge and so evil a force. Now he is one of us. You all know of his exploits on the recent raid at Hadar. He has distinguished himself with skill and bravery . . ." She paused, glancing over at Keyan then. ". . . and, I think, a little luck." Keyan grinned back at her.

"And luck is something we'll need a good supply of, along with our dedication and sacrifice. The Empire is vast, and we will need all the help we can get. Therefore, we welcome Keyan 'Lucky' Farlander to the Rebel Alliance, and promote him to Lieutenant."

Then General Dodonna came up to Keyan and pinned a new insignia of rank onto his uniform. As the audience began to applaud, he heard the general say, "Now don't get cocky. You still have much to learn. You'll be back on the simulators tomorrow." But Keyan only saluted and basked in the approval of his new friends. There would be time enough for training. Time enough to face the Empire. They were out there, he knew. For today, however . . . Today was his lucky day.



After the ceremony, Mon Mothma motioned for Keyan to follow her, leading him back to the office where he had first met the Rebel leader. "I called you lucky today, Lieutenant, and perhaps that was true. But you should know that the Force is strong in you."

"The Force?" asked Keyan.

Mon Mothma was a woman of great intensity. Keyan had seen this already. But when she spoke next, her focus was as tight as a laser, her voice resonant with power. "The Force is the energy field created by all living beings that binds the galaxy together. It is the greatest power we know of, and I believe it is the Force that is working through you. It is a rare gift, to be strong in the Force. Once there were many who could teach you about the Force. Now, sadly, few remain. Seek out one who can teach you. It is your destiny."

Later that night, Keyan lay awake. It had been a lucky day. Right up until Mon Mothma had mentioned the Force. Now, Keyan could not shut off visions of an uncertain future and the role he would play. *Destiny*. It had an ominous sound. He decided he liked lucky better. Finally he fell into a deep sleep, and in his dreams he heard a voice—a voice at once alien and yet strangely familiar . . .

"Life creates it. Makes it grow. Its energy surrounds us and binds us. Luminous beings are we, not this crude matter. You must feel the Force around you. But beware the Dark Side. If once you start down the Dark Path, forever will it dominate your destiny. Consume you, it will. A Jedi uses the Force for knowledge and defense; never for attack. There is no why. There is no try. There is do. Or do not."

Story: Rusel DeMaria

*Concepts: Rusel DeMaria and Lawrence Holland
(with special thanks to Lucasfilm Ltd.,
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Star Wars Fans! If you want to know more about the Star Wars universe (technically, the Star Wars galaxy), check out the books from West End Games. In particular, we used the *Star Wars Sourcebook*, the *Rebel Alliance Sourcebook*, and the *Imperial Sourcebook*. These are highly recommended for humans, Mon Calamari, and Wookiees alike! Check 'em out!

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